obj\_gaia{

create{

spd = 5;

}

step{

if(keyboard\_check(ord("W")) && place\_free(x,y-spd)){

y-=spd

sprite\_index = spr\_gaiaAndCostas;

}else if(keyboard\_check(ord("S")) && place\_free(x,y+spd)){

y+=spd

sprite\_index = spr\_gaiaAndFrente;

}

if(keyboard\_check(ord("D")) && place\_free(x+spd,y)){

x+=spd

sprite\_index = spr\_gaiaAndDireita;

}else if(keyboard\_check(ord("A")) && place\_free(x-spd,y)){

x-=spd

sprite\_index = spr\_gaiaAndEsquerda

}

if x == xprevious && y == yprevious{

image\_speed = 0;

image\_index = 0;

}else{

image\_speed = 1

}

}

}