**Create:**

spd = 1;

key[0] = false;

key[1] = false;

key[2] = false;

key[3] = false;

key[4] = false;

key[5] = false;

flower = false;

teste = false;

twoD= false;

bola\_azul = false;

bola\_vermelha = false;

bola\_verde = false;

bolas = false;

token = false;

amora = false;

hat = false;

**Step:**

if twoD == false

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

y-=(spd-1);

sprite\_index = spr\_gaiaAndCostas;

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

y+=(spd-1);

sprite\_index = spr\_gaiaAndFrente;

}

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

x+=(spd-1);

sprite\_index = spr\_gaiaAndDireita;

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

x-=(spd-1);

sprite\_index = spr\_gaiaAndEsquerda

}

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

image\_speed = 0;

image\_index = 0;

}else{

image\_speed = 1

}

//chaves

/\*inst = distance\_to\_object(obj\_key) < 5;

if((inst) && (keyboard\_check\_pressed(ord("X")))){

key[0] = true;

with(inst) instance\_destroy();

}

\*/

//textbox

if instance\_exists(obj\_textbox){

spd = 0;

}else{

spd = 5;

}

if distance\_to\_object(obj\_key) == true{

teste = true;

}else{

teste = false;

}

//bolas

if bola\_azul == true && bola\_verde == true && bola\_vermelha == true{

bolas = true;

}