
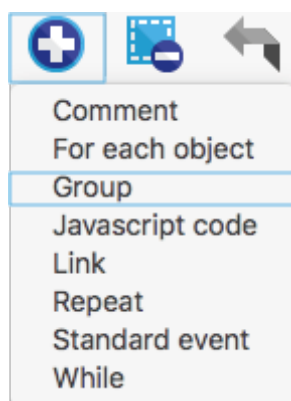


Group of events


Groups are events that do nothing in particular. They are used to organize and structure your events into groups.

You can add a group from within the Events Panel. Select the “Choose and add an event” icon on the top right. 


A drop-down menu will appear. Select “Group” from the menu.





Then, as illustrated below, name your group by describing what it contains (“Player management”, “Map creation”, “Green Enemy”, “Blue Enemy”, “Black Enemy”, etc).


Further, in the events editor, you can click on the small arrow located on the left of the group event, to hide the sub-events. Click again on this arrow, to unfold the group, and show what it contains. 

GreenEnemy





 The timer "EnemyShootTimer" is greater than 0.6 seconds
Add condition

 Reset the timer "EnemyShootTimer"
Add action



Repeat for each GreenEnemy object:
Add condition

 Create object EnemyBullet
GreenEnemy.X();GreenEnemy.Y();
 Add to EnemyBullet
Add action

BlueEnemy

Add condition

 Add to **BlueEnemy** a
`cos(TimeFromStart())*10`

Add action

BlackEnemy

Add condition

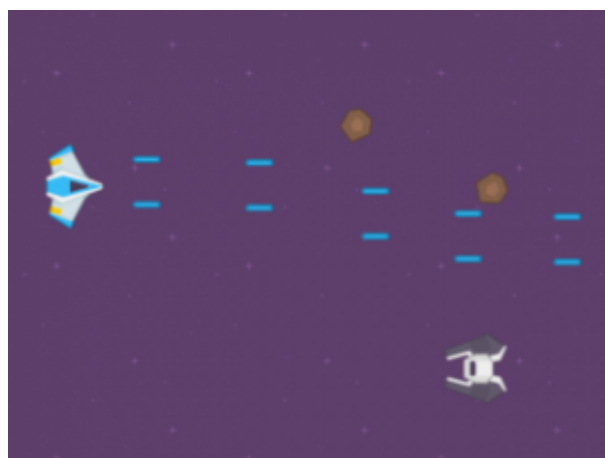
 Move **BlackEnemy** to

Add action

Examples

See it in action! 🎮

Open these examples online.



- [Space Shooter Example](#)