7. Meteors

Series

You are reading **Part 7** of the [Space Shooter Tutorial](#).

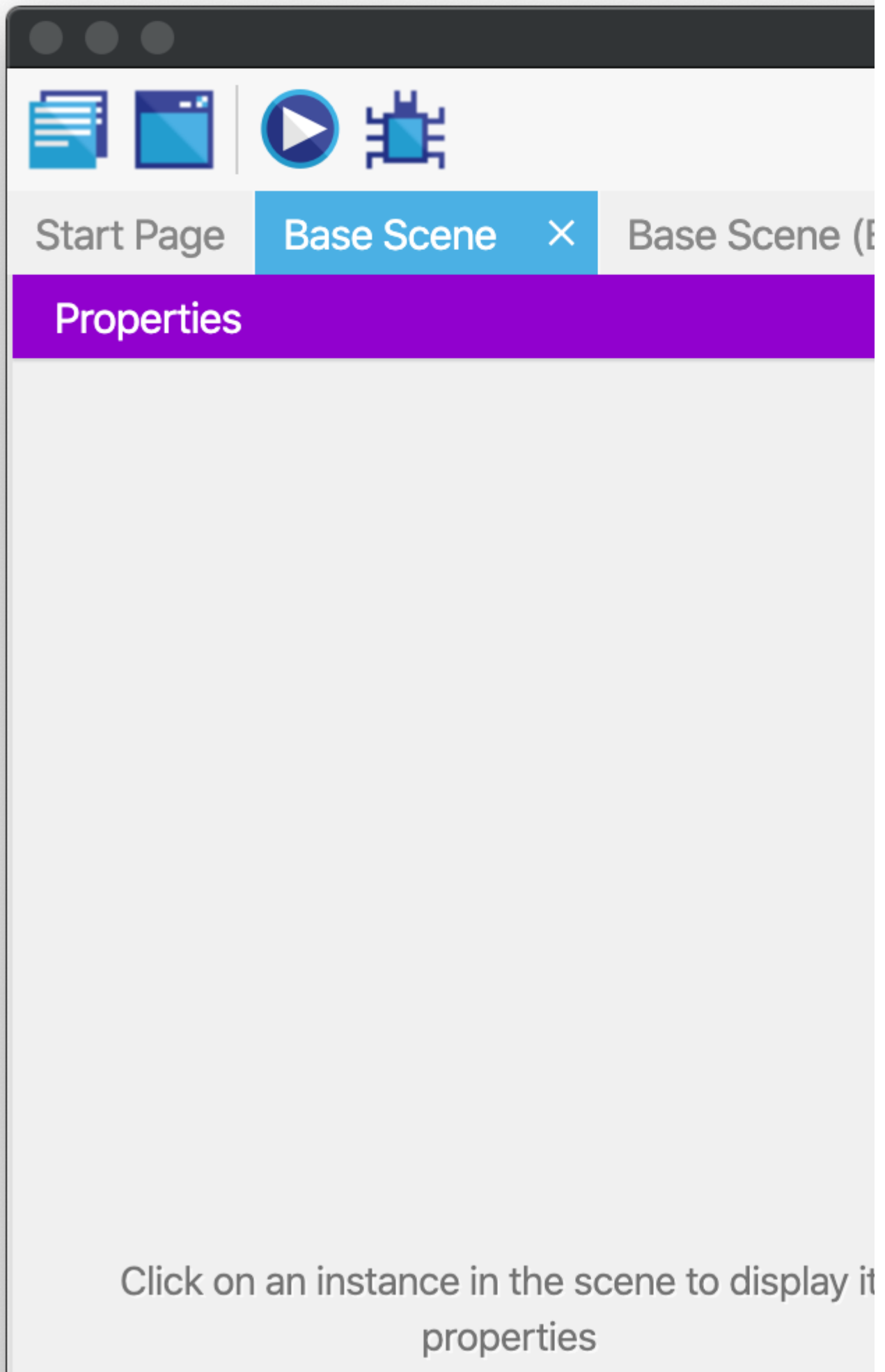> In this chapter, we will learn how to add meteors to the game.

Adding Meteors

We will add four meteor objects. Add a new object called **"Meteor1"**, and select the **"meteor_1.png"** from the assets folder.
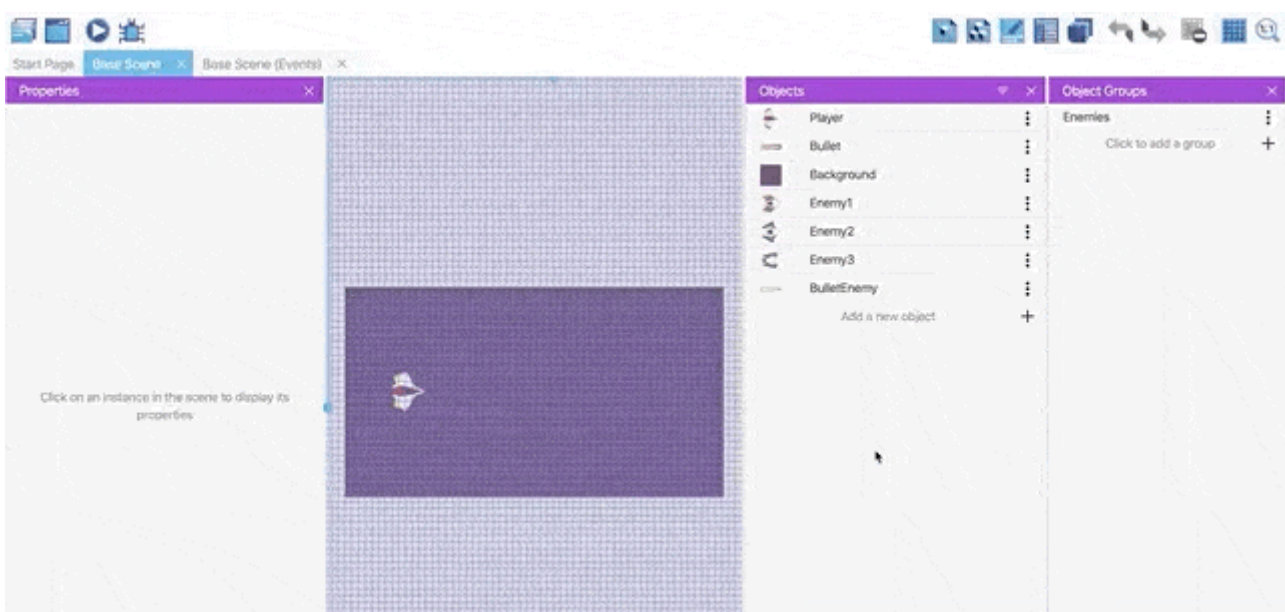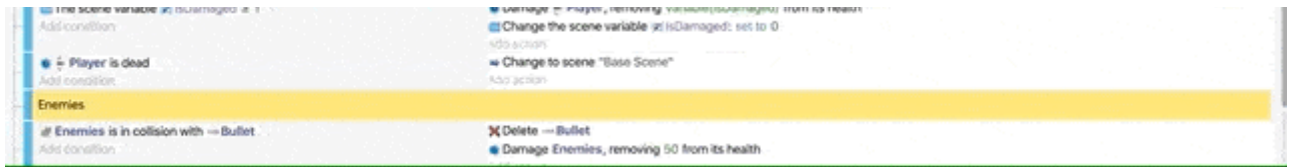

Repeat the same process to add all four meteors. Then your objects should look like this:

Properties

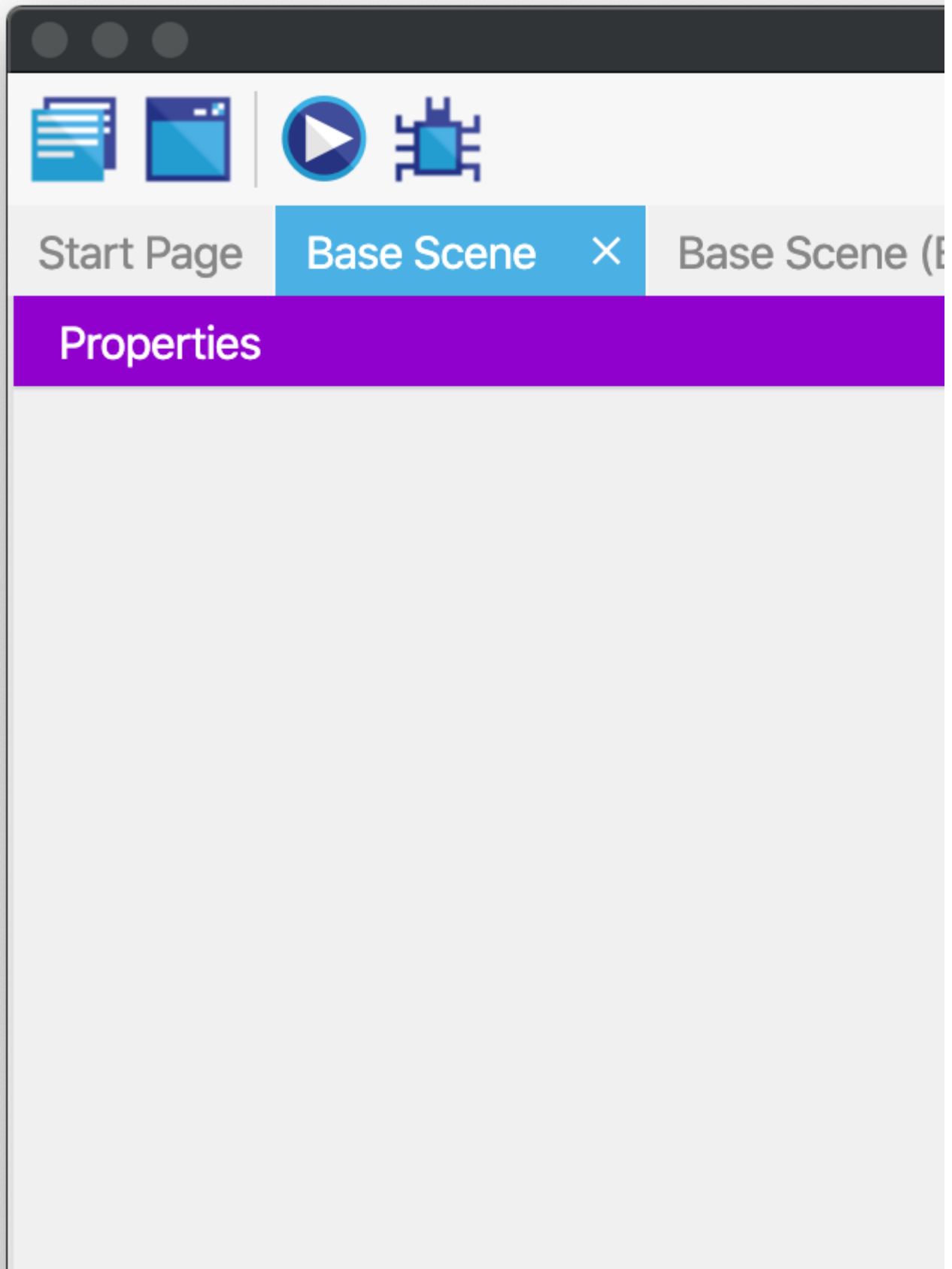Click on an instance in the scene to display it properties

We will use object groups to control multiple meteor objects at once, especially in the events. Create a new object group called **"Meteors"** and add the meteor objects.
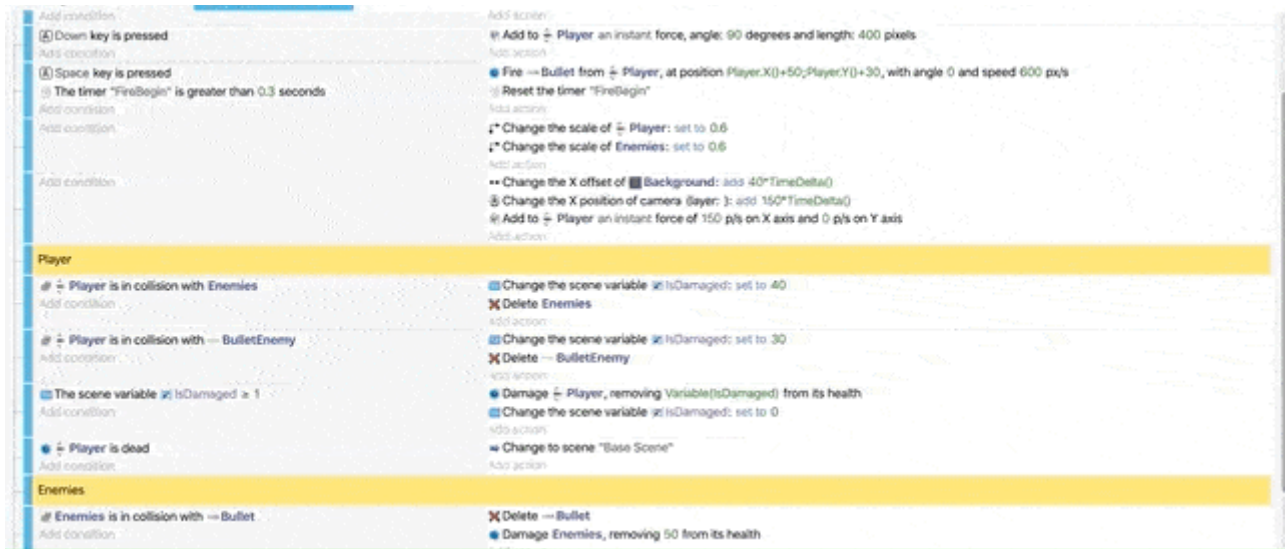
Then you should see:

Click on an instance in the scene to display it
properties

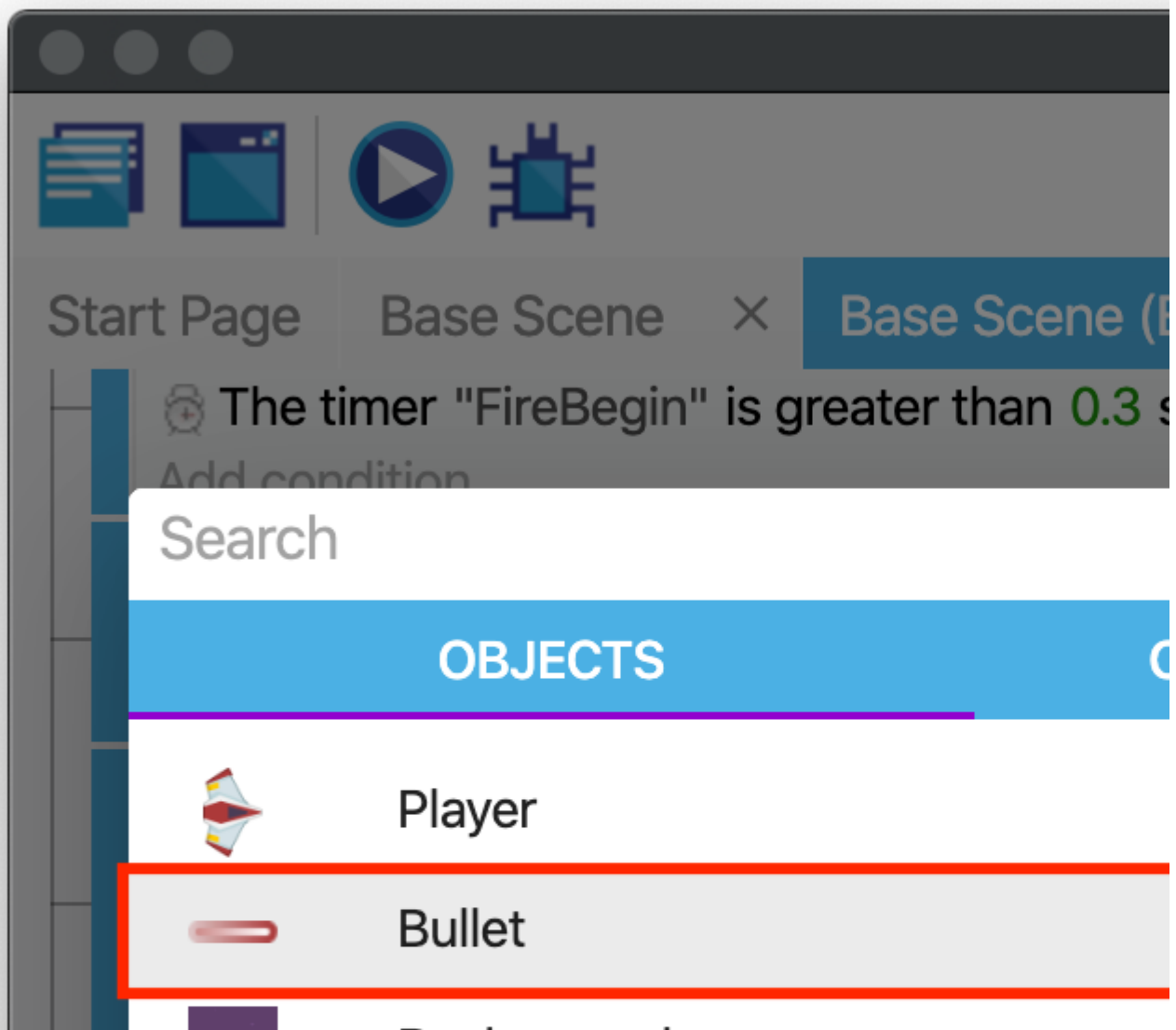# Hitting meteors

Open the **Events** tab and copy the condition and the action (Player collision with BulletEnemy), then paste it. Replace **BulletEnemy** in the condition and the **Delete** action with **Meteors** and ensure that **IsDamaged** is equal to **30**.

Add a new condition to detect the collision between **Bullet** and the **Meteors**.

Our bullets will be gone when they hit meteors.

Background

Enemy1

Enemy2

Enemy3

BulletEnemy

Meteor1

Meteor2

Meteor3

Meteor4

OBJECT GROUPS

Enemies
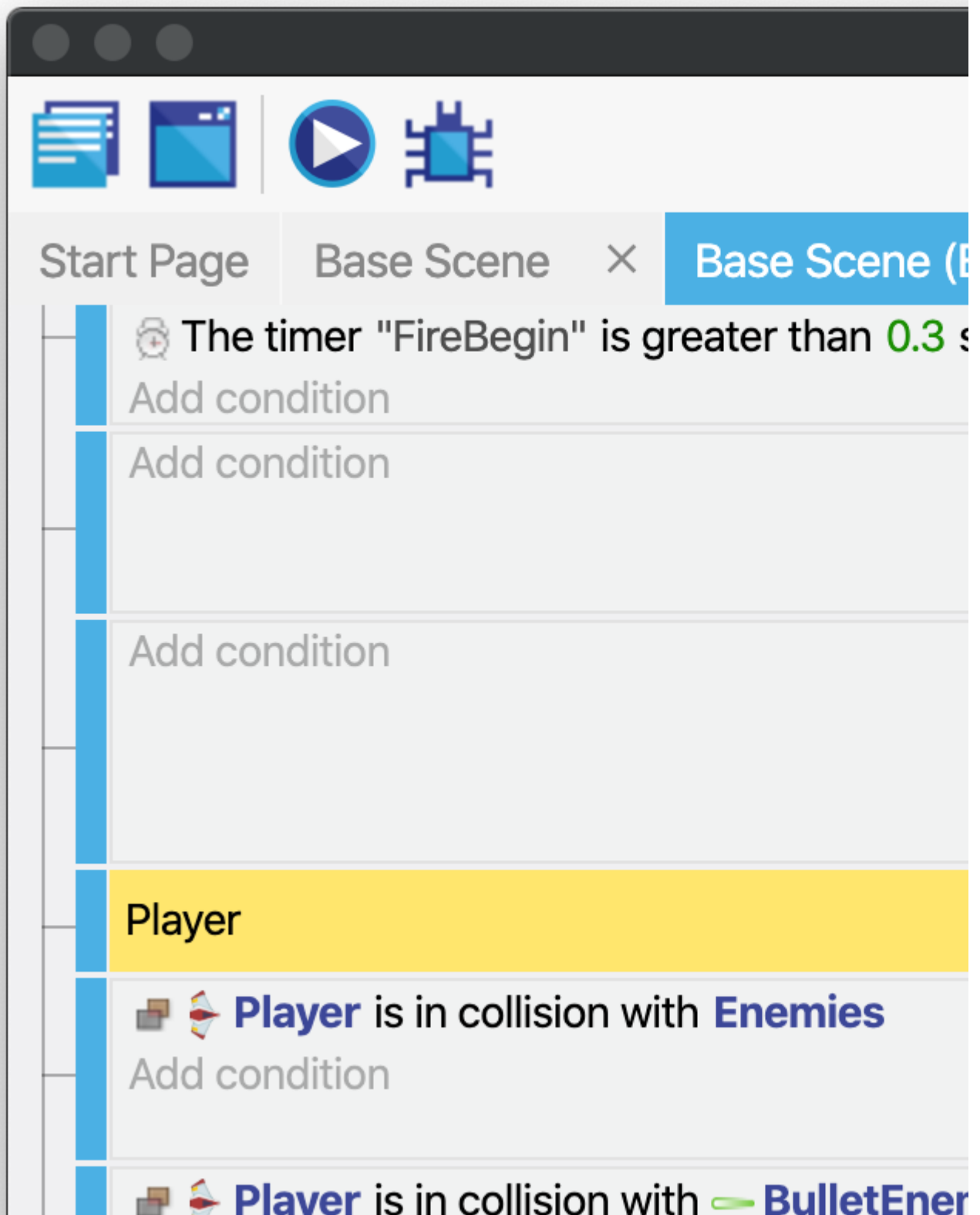
Meteors

? HELP FOR THIS CONDITION

Enemies is dead

Add condition

The X position of **Enemies** ≤ CameraX()+

Then, add an action to **delete "Bullet"** objects. In the end, your events should look like below.

Add condition

Player is in collision with **Meteors**

Add condition

The scene variable IsDamaged ≥ 1

Add condition

Player is dead

Add condition

Bullet is in collision with **Meteors**

Add condition

Enemies

Enemies is in collision with **Bullet**

Add condition

Enemies is dead

Add condition

The X position of **Enemies** ≤ CameraX()+

Testing out

Before testing out the meteors, we should **put some meteor objects on the scene**. **Drag and drop** some meteor items on the scene.
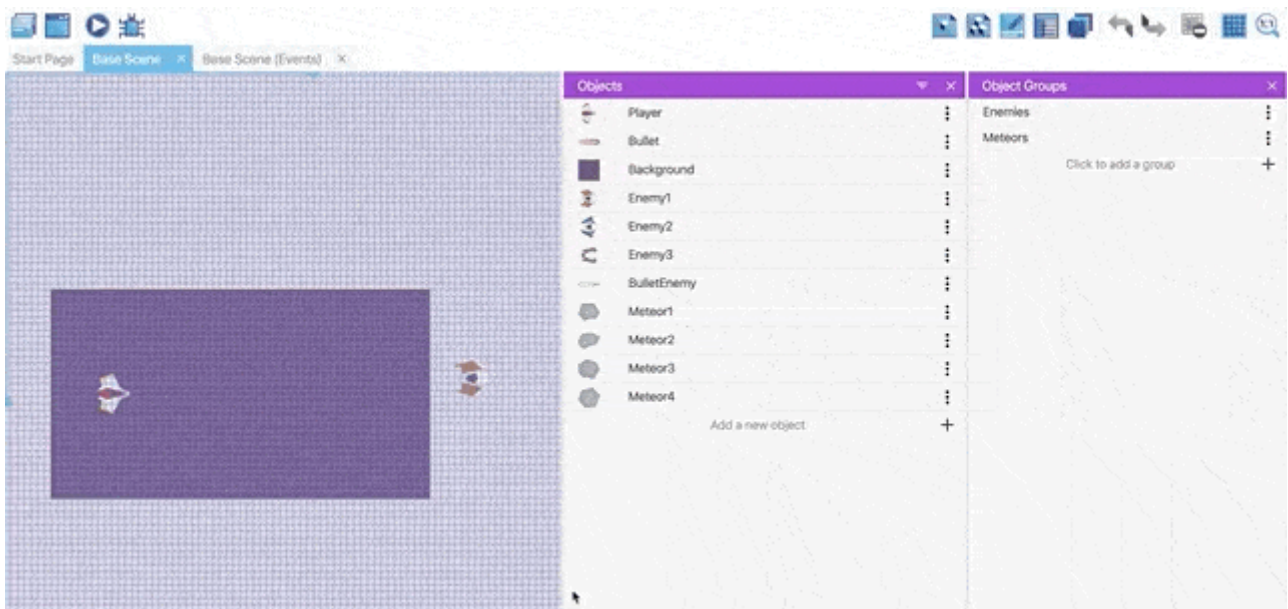
Run the game. Now you can see the meteors on the scene. If you hit some meteors, the player will get some damages.

Next step

[Space Shooter, Part 8](#)