Lesson 6 - Objects - Extra Activities

http://www.stencyl.com/learn/extra6/

Health Bar ★★☆☆

Using a Drawing event inside the Health behavior, have it draw a health bar like this.

Bullet Limit ★★☆☆

Restrict the player to only being able to shoot a certain number of bullets (let's say 5) at a time. In other words, at any given time, there should not be more than 5 bullets on-screen.

> **Hint**: Use a game attribute.

Second Weapon ★★☆☆

Add a secondary weapon that you can fire with a different key. Restrict this weapon to having just 1 bullet on screen at a time, but make it do more damage.

Strike Back! ★★☆☆

Have the enemy randomly fire projectiles back at the player. Make sure that the projectiles are fired towards the player.

Strike Back Again! ★★★☆

Now, make the enemy's bullets follow the player but disappear when they touch a wall.

Ammo ★★★☆

Add the notion of "ammo" and display this on screen. Add powerups for replenishing this ammo.