

# Outbreak

## Character Movement

Event	Character State	Character Sprite
Press <Up>	walk_up	spr_char_walk_up
Press <Down>	walk_down	spr_char_walk_down
Press <Left>	walk_left	spr_char_walk_left
Press <Right>	walk_right	spr_char_walk_right
Release <Up>	standing	spr_char_stand_up
Release <Down>	standing	spr_char_stand_down
Release <Left>	standing	spr_char_stand_left
Release <Right>	standing	spr_char_stand_right



## Catapult Fire

Event	Action	x	y
Alarm0	Create instance (lightbulb icon) of <i>obj_bomb</i>	108	105

## Bomb Flight

Event	Action	Speed	Direction	Gravity
Create	Move	??	N/A	N/A
Create	Set Gravity	N/A	-90	??

