

# Disappearing Wall

Create a disappearing wall that destroys itself after objects are collected or destroyed.

A disappearing wall can be used to barricade a portal, part of a level, or collectibles like health or an extra life. This keeps the player from reaching those things until the player collects all of one object or destroy all of the enemies, a boss or hazards. In effect, you are creating a variable for the wall to disappear.

Create a new 32 x 32 sprite labeled **Sprite\_VariableWall**. Then create **Object\_VariableWall**.

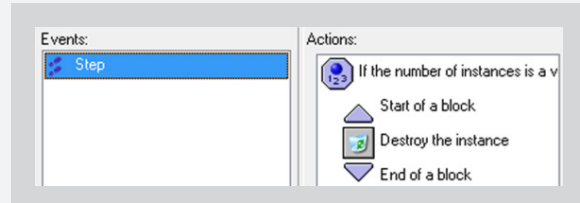
The object you want collected or destroyed before the wall disappears is the *Object: Your Choice* stated in the line below:

## Object\_VariableWall



**Event: Step <Step>**

Action: Test Instance Count  
Object: *Your Choice*  
Number: 0  
Operation: Equal to  
No NOT



[same event]

Action: Start block



Action: Destroy the instance  
Applies to: Self



Action: End block

NOTE: If you have already created objects to be collected or destroyed, you will automatically be sent to the next game room and the disappearing wall will not function.

In designing your game room, you can place as many collectibles or objects to destroy as you want, but be sure that the player has access to all of the objects. For example, don't put a boss behind the variable wall and expect the player to be able to destroy the boss first to make the variable wall disappear. Also, be sure not to place collectibles outside the room or under walls as the game is programmed to count them and the player won't be able to get through the level without collecting all of them