

Game Design Trouble Shooting Problems

~ **When object ball hits a stone and stone moves away.**

Object ball >> object stone >> change instance >> Other

~ **When object ball hits a stone destroy and stone flashes.**

Object ball >> object stone destroy >> change instance >> Other

~**If score does not move to next room?**

Controller >> Persistent

~ **To make object ball go faster?**

Object ball >> create >> speed

~ **If you change the ball speed you will need to change the bat speed.**

Object bat >> Left -18 Right 18 check both relative

~**When playing your game and the ball goes through re-start or end game blocks.**

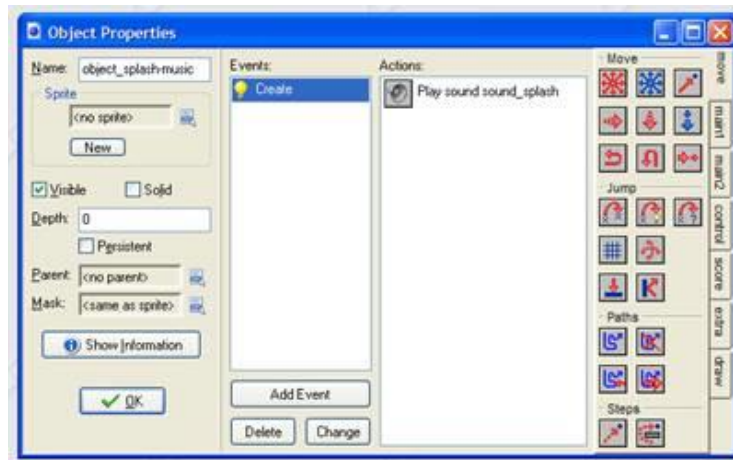
Object ball >> add event collision with or object >>add event



~ Music

Can add to controller or Make object >> create >> play sound

* Place in start room.



~ Object ball does not add score when destroy stones?

Object ball >> stone destroy >> set score + 20 check Relative.

~No lives go to next room

Object die >> set lives check Relative.

~ Score does not add up.

Object ball >> object stone 2 >> set score + 20 check Relative