



Global number Lives = 3		leevs
Global number Score = 0		
System	On start of layout	
faaler	Set Invisible	
ploepW...	Set Invisible	
begin	Move to top of layer	
Add action	Add...	
Keyboard	On  pressed	
legdem	Move 50 pixels at angle 180	
Add action	Add...	
Keyboard	On  pressed	
legdem	Move 50 pixels at angle 0	
Add action	Add...	
System	On start of layout	
plopkek	Set Bullet speed to 0	
plopkek	Set position to (legdem.X, legdem.Y-30)	
Add action	Add...	
Keyboard	On Space pressed	
plopkek	Set Bullet speed to 250	
plopkek	Set Bullet angle of motion to <i>random(-45,-135)</i> degrees	
begin	Move to bottom of layer	
begin	Set Invisible	
uitleg	Set Invisible	
Add action	Add...	
plopkek	Is outside layout	
plopkek	Set position to (legdem.X, legdem.Y-30)	
plopkek	Set Bullet speed to 0	
System	Subtract 1 from Lives	
plopkek	Move to top of layer	
Add action	Add...	
plopkek	On collision with kwebz	
kwebz	Destroy	
System	Add 10 to Score	
plopkek	Set Bullet speed to <i>plopkek.Bullet.Speed+10</i>	
Audio	Play ploep not looping at volume -6 dB (tag "")	
Add action	Add...	
plopkek	On collision with lajuin	
lajuin	Subtract 1 from raak2	
lajuin	Set opacity to 50	
Add action	Add...	
lajuin	raak2 = 0	

iajuin	Destroy
System	Add 20 to Score
plopkek	Set Bullet speed to <i>plopkek.Bullet.Speed+10</i>
Audio	Play ploep not looping at volume -6 dB (tag "")
Add action	Add...
plopkek	On collision with kluns
kluns	Subtract 1 from raakk
kluns	Set opacity to 50
Add action	Add...
kluns	raakk = 0
kluns	Destroy
System	Add 30 to Score
plopkek	Set Bullet speed to <i>plopkek.Bullet.Speed+10</i>
Audio	Play ploep not looping at volume -6 dB (tag "")
Add action	Add...
plopkek	On collision with polp
polp	Subtract 1 from raak
polp	Set opacity to 50
Add action	Add...
polp	raak = 0
polp	Destroy
System	Add 30 to Score
plopkek	Set Bullet speed to <i>plopkek.Bullet.Speed+10</i>
Audio	Play ploep not looping at volume -6 dB (tag "")
Add action	Add...
System	Lives = 0
faaaler	Set Visible
Add action	Add...
System	Score = 540
ploepW...	Set Visible
Audio	Play ploep not looping at volume -4 dB (tag "")
Add action	Add...
System	Every tick
punties	Set text to "Score:" & Score
leenvies	Set text to "Levens:" & Lives
Add action	Add...
Add event	Add...

You have 34 events remaining

When logged in to the Free edition of Construct 3, you may use up to 50 events in a

project. [Purchase a plan](#) to unlock the full features of Construct 3.