

Global number PuntvoorSpeler1 = 0	
Global number PuntvoorSpeler2 = 0	
...	On A pressed
Sprite	Move 25 pixels at angle -90
Add action	Add...
...	On Q pressed
Sprite	Move 25 pixels at angle 90
Add action	Add...
...	On O pressed
Sprite3	Move 25 pixels at angle -90
Add action	Add...
...	On L pressed
Sprite3	Move 25 pixels at angle 90
Add action	Add...
...	On start of layout
Sprite4	Set Bullet speed to 0
Add action	Add...
...	On Space pressed
Sprite4	Set Bullet speed to 250
Add action	Add...
...	On collision with Sprite
Sprite4	Set Bullet angle of motion to <i>random(30,-30)</i> degrees
Add action	Add...
...	On collision with Sprite7
Sprite4	Bounce Bullet off Sprite7
Add action	Add...
...	On collision with Sprite3
Sprite4	Set Bullet angle of motion to <i>random(30,-30)</i> degrees
Add action	Add...
...	Every tick
TextS...	Set text to <i>PuntvoorSpeler1</i>
Add action	Add...
...	Every tick
TextS...	Set text to <i>PuntvoorSpeler2</i>
Add action	Add...
...	On collision with MuurP1

System	Add 1 to PuntvoorSpeler1
Sprite4	Destroy
System	Create object Sprite4 on layer 0 at (440, 250)
Sprite4	Set Bullet speed to 0

Add action

Add...

... On collision with **MuurP2**

System	Add 1 to PuntvoorSpeler2
Sprite4	Destroy
System	Create object Sprite4 on layer 0 at (440, 250)
Sprite4	Set Bullet speed to 0

Add action

Add...

... **PuntvoorSpeler1 = 2**

System	Create object Sprite5 on layer 0 at (440, 250)
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Add action

Add...

... **PuntvoorSpeler2 = 2**

System	Create object Sprite8 on layer 0 at (440, 250)
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Add action

Add...

Add event

Add...

You have 35 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.