

# Lesson 6 - Objects

<http://www.stencyl.com/learn/act6/>

In this activity, you'll add the ability for the Hero to fire projectiles and kill enemies.

## 1 Get Started

- After launching Stencyl, open up **Project 6**.  
*(Can't find Project 6? Visit <http://www.stencyl.com/learn/downloads/> to get it)*
- **Run the game.** You'll see our Hero and some non-moving enemies.

## 2 Create a Shooting Behavior

- Click **Create New...** in the top toolbar.
- Create a new Behavior (Design Mode, Actor Behavior) and call it **Shooting**.
- Click **Attach to Actor Type** and attach it to the **Hero**.

### Build It

Now, complete the behavior by programming it to do the following.

- Add a Keyboard event that fires when **[Action 1]** is **[pressed]**. (Action 1 = Spacebar)
- Play a sound.
- Create a Bullet actor in front of the Hero.
- Assign the Bullet an x/y speed based on the direction that the Hero was facing. *(Hint: Base this on the Hero's animation state)*

**Tip:** Build this behavior a little bit at a time and continually test it until it works correctly.

At this point, the Hero can shoot bullets, but these bullets don't do anything when they hit an enemy. We'll work on that next.

### 3 Enemy Health

- Click **Create New...** in the top toolbar.
- Create a new Behavior (Design Mode, Actor Behavior) and call it **Health**.
- Add a Number attribute called **Health Points**.
- Click **Attach to Actor Type** and attach it to the **Enemy**.

#### Build It

Now, complete the behavior by programming it to do the following.

- Decrease the actor's Health Points (HP) when it's hit. (*Hint: Use a Collision event*)
- When the Health Points is less than or equal to 0, the actor gets killed.

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Before you test the behavior, open up the Actor Type called **Enemy**.

Then, flip to its **Behaviors** page and configure the **Health** behavior, so that the enemy's **Health Points** value is 3.

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Upon running the game, you'll find that it doesn't work quite as expected. The enemy dies almost instantly. Why?

How would you fix this, so that the enemy doesn't die instantly?

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Now that you've got the basics of this game working, try out our extra activities to build it out into a real game.