

Step	Event	Target	Action
1	Keyboard W is down	Player	Simulate Platform pressing Jump
			Add action
2	Keyboard A is down	Player	Simulate Platform pressing Left
			Add action
3	Keyboard D is down	Player	Simulate Platform pressing Right
			Add action
4	→ Player On collision with Die	System	Restart layout
			Add action
5	→ Player On collision with Bullet	System	Restart layout
			Add action
6	System Every 2 seconds	Enemy	Spawn Bullet on layer 0 (image point 0) (create hierarchy: False)
			Add action
7	→ Bullet On created	Bullet	Set angle toward (Player.X, Player.Y)
			Add action
8	→ Enemy On collision with PlayerBullet	Enemy	Destroy
		PlayerBu...	Destroy
			Add action
9	→ Keyboard On Space pressed	Player	Spawn PlayerBullet on layer 0 (image point 0) (create hierarchy: False)
			Add action
10	→ PlayerBu... On created		Add action

