**Information about object: cannon**

Sprite: scannon  
Solid: false  
Visible: true  
Depth: 0  
Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

Create Event:
COMMENT: shotspeed sets the speed of the ball.  
set variable shotspeed to 3  
show the game info

Key Press Event for <Space> Key:  
create instance of object ball at relative position (0,0) with speed shotspeed in direction 45  
COMMENT: Ball is shot at 45 deg.

Key Press Event for <Up> Key:  
set variable shotspeed relative to 0.1

Key Press Event for <Down> Key:  
set variable shotspeed relative to -0.1

**Information about object: rock**

Sprite: srock  
Solid: true  
Visible: true  
Depth: 0  
Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

Collision Event with object ball:  
play sound explosion; looping: false  
destroy the instance  
COMMENT: The rock is destroyed by the ball.

**Information about object: ball**

Sprite: sball  
Solid: false  
Visible: true  
Depth: 0  
Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

Create Event:  
set the gravity to 0.1 in direction 270  
COMMENT: Note that the speed and dir are controlled in the cannon.