Some things you can add in Game Maker. Make sure you carefully look at the screenshots.

Getting an enemy to chase you. (Object – created enemy)

Adding a high score table and Setting lives. (Object – character)
Losing lives (Object – character) Collision with enemy

When you have lost your lives. (Object – character)
Rewards (Object – reward)

Creating a bullet – (Object – bullet) The bullet needs to have ‘destroy the instance’ for each collision event.
Shooting the **bullet**. (Object – character) The bullet has to be created first. In mine the bullet is **object1**.

Turning an **enemy into a reward**. (Object – enemy) In mine the reward (cherry) is **object4**.