Player Health Bar

Create a health bar for the player

Create a object_health bar, but do not make a sprite. The programming will draw one for you and manage it during game play.

Object_Healthbar



Select a Background Color Select a Bar Color

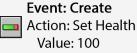
Not Relative



These (x,y) coordinates will put the health bar in the Top Left of the screen. For other placements, see Coordinate Placements card.

📥 Set the health to 100

Object_Player



Not Relative



ո Action: Test Health

Value: 0

Operation: Smaller Than

No NOT

{same event]

Action: Start Block

{same event]

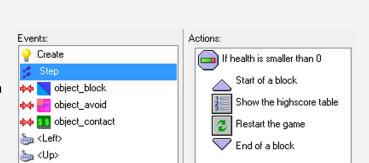
Action: Show High Score Select Desired Visuals

[same event]

Action: Restart the Game

{same event]

Action: End Block

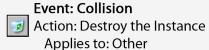


The blocks keep the 'sub-actions' together. If you later add more actions in the 'STEP' Event, this programming won't be affected.

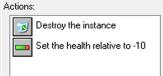
Player Health Bar

Change actions in COLLISION events with avoids, enemies, and/or hazards to affect player health

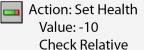
Object_Player







[same event]



The player will now lose 10 health points with every collision.

If your game has only one collision between the player and object avoid, before the game is over, you will need to remove and solution.

You must place the object_healthbar in the game room (it doesn't matter where) even though there isn't a sprite. You will see a instead.

NOTES:

This programming is only for the *player* health cannot be used for enemy or boss health. See **Enemy/Boss Health** card.

The health bar can be place anywhere in the game room, see **Coordinate Positions** card for possibilities.

If you have LARGE ROOMS and a SCROLLING CAMERA, you must change your coordinates to include view_xview and view_yview. The health bar is not currently attached to the camera. See **Follow Coordinate Positions** card for details.