


# Player Health Bar


Part 1 of 2

## 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



 **Event: Draw**  
Action: Draw  
x1: 10  
y1: 10  
x2: 110  
y2: 25  
Select a Background Color  
Select a Bar Color  
Not Relative


| Events:  | Actions:  |
|--|---|
|  Draw |  Draw the health bar |













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


### Object\_Player


 **Event: Create**  
Action: Set Health  
Value: 100  
Not Relative


| Events:  | Actions:  |
|--|---|
|  Create |  Set the health to 100 |


 **Event: Step**  
Action: Test Health  
Value: 0  
Operation: Smaller Than  
No NOT

| Events:  | Actions:  |
|--|---|
|  Create         |  If health is smaller than 0 |
|  Step           |  Start of a block            |
|  object_block   |  Show the highscore table    |
|  object_avoid   |  Restart the game            |
|  object_contact |  End of a block              |
|  <Left>         |   |
|  <Up>           |   |

**{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.


Continued on Part 2 of 2


# Player Health Bar

Part 2 of 2





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

## Object\_Player



 **Event: Collision**  
Action: Destroy the Instance  
Applies to: Other

[same event]  
 Action: Set Health  
Value: -10  
Check Relative



Events:


 Create  
 Step  
 object\_block  
 object\_avoid

Actions:

 Destroy the instance  
 Set the health relative to -10

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 .

**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.