

Avoid: Enemies






Part 1 of 2

Create enemies for the player to avoid or destroy

An enemy can be anything you'd like. They can move like a boss or between invisible walls (See **Move: Independent** Card). They can release projectiles (See **Avoid: Projectile** Card) Or they can simply be in your player's way and act like a hazard. Create a sprite_enemy any size you'd like, then make a object_enemy, and click **OK**. The three options below are programmed in the object_player.






Option #1: Ends the game if the player does not avoid the enemy.

Object_Player

Event: Collision <Enemy>	Events:	Actions:
 Action: Show High Score	 object_enemy	 Show the highscore table
[same event]		 Restart the game
 Action: Restart Game		






Option #2: Lowers the health and restarts the level if the player does not avoid the enemy.

Object_Player

Event: Collision <Enemy>	Events:	Actions:
 Action: Set Health Value: -30 Check Relative	 object_enemy	 Set the health relative to -30
[same event]		 Jump to the start position
 Action: Jump to Start		

Option #3: Lose a life and restarts the level if the player does not avoid the enemy.

Object_Player

Event: Collision <Enemy>	Events:	Actions:
 Action: Set Lives New Lives: -1 Check Relative	 object_enemy	 Set lives relative to -1
[same event]		 Jump to the start position
 Action: Jump to Start		

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Part 2 of 2

Allowing the player to destroy the enemy

This will only work if you have programmed the release (See **Release Card**)

Object_Enemy

Event: Collision <Release>



Action: Destroy the Instance

Applies to: Self

[same event]

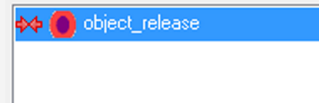


Action: Set the Score

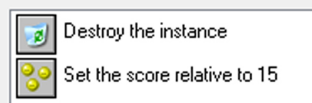
New Score: 15

Check Relative

Events:



Actions:



PLATFORM GAME ONLY

Allow the player to "jump" onto the enemy to destroy him

Object_Player

Event: Collision <Enemy>



Action: Check Collision

Applies to: Self

x: 0

y: 1

Objects: Only Solid

Check Relative



Action: Restart Game



Action: Else

Action: Start Block



Action: Set Vertical Speed

Applies to: Self

Vert. Speed: -10

Not Relative



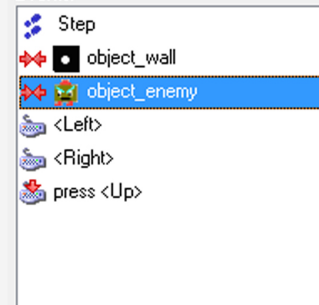
Action: Destroy the Instance

Applies to: Other



Action: End Block

Events:



Actions:

