Allow the boss or enemy to take multiple "hits" before being destroyed

To do this, first decide how difficult you want the boss or enemy to be. Do you have limited or unlimited releases? If you have limited, will there be enough? For example, how will the player get through the room with 40 ammo if the boss needs 30 hits and each enemy needs 5? An enemy shouldn't be too difficult, so 2-5 is a good range. A boss should be between 10-25 depending on how hard it is to hit him.
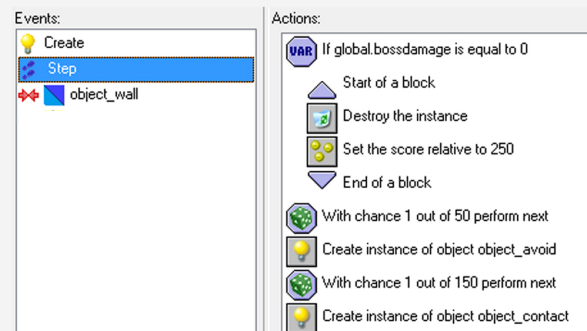
NOTE: The settings below apply for the boss and enemy, but if you have both use two variables, global.bossdamage and global.enemydamage

Object_Boss

Event: Create
Action: Set Variable
   Applies to: Self
   Variable: global.bossdamage
   Value: 10
   Not Relative
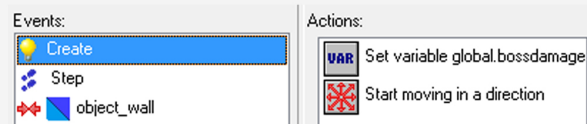
Event: Step <Step>
Action: Test Variable
   Applies to: Self
   Variable: global.bossdamage
   Value: 0
   Operation: Equal To
   No NOT

{same event}
Action: Start Block

[same event]
Action: Destroy Instance
Applies to: Self

[same event]
Action: Set Score
   New Score: 250
   Check Relative

[same event]
Action: End Block

NOTE: Assuming you set your boss to release avoids and contacts, you would put the above 4 actions at the top like it appears in the image.

Event: Collision <Release>

Action: Set Variable
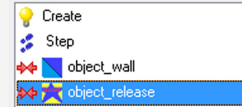   Applies to: Self
    Variable: global.bossdamage
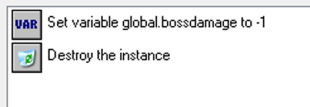   Value: -1
    Check Relative

[same event]

Action: Destroy Instance
    Applies to: Other

The **Create** is where the number of "hits" the boss can take is set. The **Step** is where the program checks if it needs to be destroyed. The **Collision** is what lowers the number of "hits" available.

If you wanted to, you could use **Set Health** or **Set Lives** instead of **Set Score** as a reward.