Change Rooms

Create a portal that will allow the player to change game rooms

You need to create a sprite_portal and object_portal. The sprite design and image size is up to you, but it shouldn't be smaller than 32x32. The object_portal has no programming

Object_Player

Event: Collision <Portal>
Action: Go to Next Room
  Select a Transition

A transition is how a game visually moves to the next room.

You must place the object_portal in the game room.

NOTE: You could also choose "Previous Room," "Restart Room," or "Different Room" which will allow you to choose a specific room. The "Next Room" portal can be used in any level except the closing level, where as a "Different Room" portal will always take you to the specified room.

You can use "Test Instance Count" to change rooms without a portal

If you wanted to change rooms when you collect all of one object or defeat the boss

Object_Player

Event: Step
Action: Test Instance Count
  Object: *Your choice!*
    (example: object_collect)
  Number: 0
  Operation: Equal to

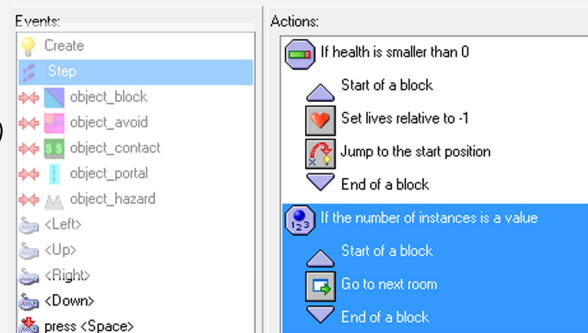**[same event]**
Action: Start Block

[same event]
Action: Go to Next Room

[same event]
Action: End Block

If you have other programming in the Step Event for the player, make sure these are in order and won't mix up what was previously set.

NOTE: Be sure that you can get to all of the objects or that you don't have any outside of the room or under walls.