Create a projectile to be avoided by the player

Object_Avoid

Event: Create
Action: Move Fixed
   Applies to: Self
    Select All Left Arrows:
    Speed: 12
    Not Relative

Events:	Actions:
Create	Start moving in a direction
Outside Room	

Event: Other <Outside Room>
Action: Destroy the Instance
    Applies to: Self

Events:	Actions:
Create	Destroy the instance
Outside Room	

NOTE: You could set the object_avoid to collide with the object_wall and destroy the instance of self. This would keep them from going through walls.

Make the object_boss release multiple object_avoid at random

Event: Step <Step>
Action: Test Chance
    Sides: 50
    No NOT

Events:	Actions:
Create	With chance 1 out of 50 perform
Step	Create instance of object object
object_block	

{same event}
Action: Create Instance
    Select: object_avoid
    x: 0
    y: 0
    Check Relative

Here, Relative means that the object_avoid will be created at the current position of the object_boss. You can later select (x,y) coordinates on your boss to create object_avoid from a specific part of the sprite, such as the hand or mouth.

Test Chance is imaginary dice. The fewer sides the dice has to roll, the more object_avoids created.

More sides = Less Likely to Create Avoids
Less Sides = More Likely to Create Avoids

Make the object_avoid collide with the object_player, with three possible outcomes

<u>Option #1:</u> Ends the game if the player does not avoid the projectile.

Object_Player

Event: Collision <Avoid>
Action: Show the High
    Score Table
    Select Font and Colors

Action: Restart the Game

Events:	Actions:
object_block	Show the highscore table
object_avoid	Restart the game

<u>Option #2:</u> Lowers the score if the player does not avoid the projectile.

Object_Player

Event: Collision <Avoid>
Action: Destroy the Instance
    Applies to: Other

Action: Set Score
    New Score: -10
    Check Relative

Events:	Actions:
object_block	Destroy the instance
object_avoid	Set the score relative to -10

<u>Option #3:</u> Lowers the health if the player does not avoid the projectile.

Object_Player

Event: Collision <Avoid>
Action: Destroy the Instance
    Applies to: Other

Action: Set Health
    New Health: -10
    Check Relative

Events:	Actions:
object_block	Destroy the instance
object_avoid	Set the health relative to -10

NOTE: Option #3 only works if you already have a health bar in your game. See the
Player Health Bar card to complete the programming.