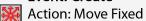
Create a projectile to be avoided by the player

Object_Avoid



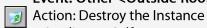
Event: Create

Applies to: Self

Select All Left Arrows:

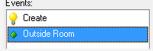
Speed: 12 **Not Relative**





Event: Other < Outside Room> Events:

Applies to: Self





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.

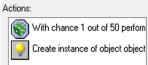
Make the object_boss release multiple object_avoid at random



Event: Step <Step>

Action: Test Chance Sides: 50 No NOT





{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.



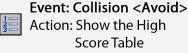
Test Chance is imaginary dice. The fewer sides the dice has to roll, the more object_avoids created.

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

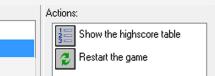
Make the object_avoid collide with the object_player, with three possible outcomes

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

Object_Player





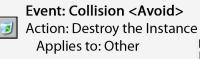




Action: Restart the Game

Option #2: Lowers the score if the player does not avoid the projectile.

Object_Player





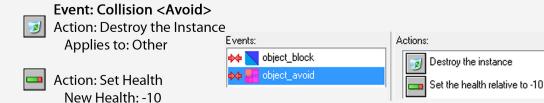
Action: Set Score New Score: -10 **Check Relative**



Option #3: Lowers the health if the player does not avoid the projectile.

Object_Player

Check Relative



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.