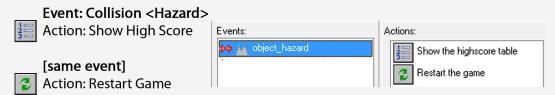
Avoid: Hazards

Create hazards for the player to avoid

A hazard can be anything you like. Some examples of common hazards: spikes, poison, toxic waste, fire, ice, or special walls. Create a sprite_hazard any size you'd like, then make a object_hazard, but don't add any Events or Actions. You have three options below.

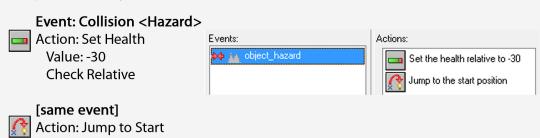
Option #1: Ends the game if the player does not avoid the hazard.

Object_Player



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

Object_ Player



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

Object_Player

Action: Jump to Start

