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.

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

Object_Player

Event: Collision <Hazard>
Action: Show High Score

[same event]
Action: Restart Game

Events:	Actions:
object_hazard	Show the highscore table
	Restart the game

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

Object_ Player

Event: Collision <Hazard>
Action: Set Health
    Value: -30
    Check Relative

[same event]
Action: Jump to Start

Events:	Actions:
object_hazard	Set the health relative to -30
	Jump to the start position

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

Object_Player

Event: Collision <Hazard>
Action: Set Lives
    New Lives: -1
    Check Relative

[same event]
Action: Jump to Start

Events:	Actions:
object_hazard	Set lives relative to -1
	Jump to the start position