Lives

Create lives for the player

First, you must create a 16x16 or a 32x32 sprite that will represent the 'life' such as a heart or the player's face. Name it sprite_life

Then, create a object_lifebar, but do not make a sprite. The programming will insert the sprite_life for you and manage them through the game.

Object_Lifebar

Event: Draw
Action: Draw Life Images
x: 10
y: 40
Image: sprite_life
Not Relative

These (x,y) coordinates will put the lives in a row at the *Top Left* of the screen. For other placements, see **Coordinate Placements** card.

Object_Player

Event: Create
Action: Set Lives
New Lives: 3
Not Relative

Event: Step
Action: Test Lives
Value: 0
Operation: Equal To
No NOT

[same event]
Action: Restart Game

Make the collisions with avoids, enemies, or hazards take a life away

Object_Hazard

Event: Collision
Action: Set Lives
New Lives: -1
Check Relative

[same event]
Action: Jump to Start
Applies to: Self

Lose a life when the health bar runs out

When the player loses all of their health, they lose a life and restart the level. If you have a health bar programmed, you will replace the Test Health: Show High Score: Restart Game with what is below. (See **Player Health Bar** card to create a health bar)

Object_Player
Event: Step
Delete all of the Actions in this event and replace them in this order

Action: Test Health
Value: 0
Operation: Smaller Than
No NOT

Action: Start Block

Action: Set Lives
New Lives: -1
Check Relative

Action: Jump to Start
Applies to: Self

Action: Close Block

Action: Test Lives
Value: 0
Operation: Smaller Than
No NOT

Action: Open Block

Action: Show Highscore

Action: Restart Game

Action: Close Block

Events:	Actions:
Create	If health is smaller than 0
Step	Start of a block
object_block	Set lives relative to -1
object_avoid	Jump to the start position
object_contact	End of a block
object_hazard	If lives are smaller than 0
\<Left\>	Start of a block
\<Up\>	Show the highscore table
\<Right\>	Restart the game
\<Down\>	End of a block
press \<Space\>	

You must place the object_healthbar in the game room (it doesn't matter where) even though there isn't a sprite. You will see a 🔵 instead.