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 v: 40

Image: sprite_life Not Relative

Events: Actions:

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





Action: Test Lives

Value: 0

Operation: Equal To

No NOT



[same event]

Action: Restart Game

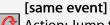
Make the collisions with avoids, enemies, or hazards take a life away

→ Object_block

Object_Hazard

Event: Collision

Action: Set Lives New Lives: -1 **Check Relative**



🔼 Action: Jump to Start Applies to: Self



Continued on Part 2 of 2

Lives

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

Actions: Events: 🧼 Create 👝 If health is smaller than 0 Start of a block 🙌 📉 object_block Set lives relative to -1 🖊 🌃 object_avoid 🚧 🛐 object_contact Jump to the start position 🚧 🚲 object_hazard End of a block 🚋 <Left> 🍗 If lives are smaller than 0 🄙 <Up> 🚋 <Right> Start of a block 🚋 <Down> Show the highscore table 选 press <Space> Restart the game End of a block

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.