Create enemies for the player to avoid or destroy

An enemy can be anything you’d like. They can move like a boss or between invisible walls (See Move: Independent Card). They can release projectiles (See Avoid: Projectile Card) Or they can simply be in your player’s way and act like a hazard. Create a sprite_enemy any size you’d like, then make a object_enemy, and click OK. The three options below are programmed in the object_player.

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

**Object_Player**

**Event:** Collision <Enemy>
- Action: Show High Score
- [same event] Action: Restart Game

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

**Object_Player**

**Event:** Collision <Enemy>
- Action: Set Health
  - Value: -30
  - Check Relative
- [same event] Action: Jump to Start

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

**Object_Player**

**Event:** Collision <Enemy>
- Action: Set Lives
  - New Lives: -1
  - Check Relative
- [same event] Action: Jump to Start

Continued on Part 2 of 2
Avoid: Enemies

Part 2 of 2

Allowing the player to destroy the enemy

This will only work if you have programmed the release (See Release Card)

**Object** _Enemy_

**Event:** Collision <Release>

- Action: Destroy the Instance
- Applies to: Self

[same event]

- Action: Set the Score
- New Score: 15
- Check Relative

---

**PLATFORM GAME ONLY**

Allow the player to “jump” onto the enemy to destroy him

**Object** _Player_

**Event:** Collision <Enemy>

- Action: Check Collision
- Applies to: Self
- x: 0
- y: 1
- Objects: Only Solid
- Check Relative

- Action: Restart Game

- Action: Else

  - Action: Start Block

  - Action: Set Vertical Speed
    - Applies to: Self
    - Vert. Speed: -10
    - Not Relative

  - Action: Destroy the Instance
    - Applies to: Other

  - Action: End Block