




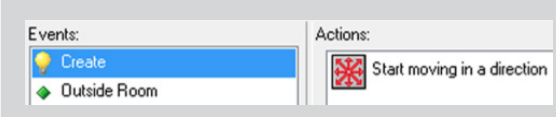



Avoid: Projectile

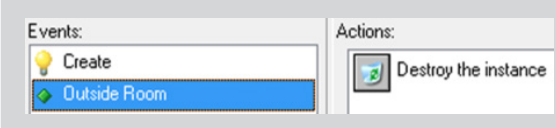
Create a projectile to be avoided by the player.

Object_Avoid

Event: Create
 Action: Move fixed
Applies to: Self 
Select all Left arrows 
Speed: 12 
Not Relative 




Event: Other <Outside Room>
 Action: Destroy the instance
Applies to: Self




You could set the **Object_Avoid** to collide with the **Object_Wall** and destroy the instance of **Self**. This would keep the **Object_Avoid** from going through Walls.

Make the **Object_Boss** release multiple **Object_Avoid**'s at random.

Object_Avoid

Event: Step <Step>
 Action: Test chance
Sides: 50
No NOT

[same event]
 Action: Create instance
x: 0
y: 0
Check Relative



Test Chance is imaginary dice. The fewer sides the dice has to roll, the more **Object_Avoids** created.

More sides = Less likely to create avoids
Less sides = More likely to create avoids


Here, Relative means that the **Object_Avoid** will be created at the current position of the **Object_Boss**. You can later select (x,y) coordinates on your boss to create **Object_Avoid** from a specific part of the sprite, such as the hand or mouth.

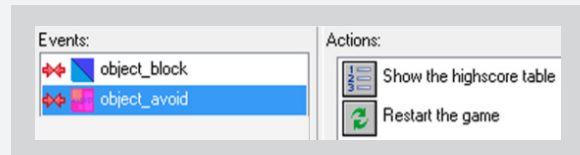
Avoid: Projectile


Make the Object_Avoid collide with the Object_Player, with three possible outcomes.

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

Object_Player


 **Event: Collision <Avoid>**
Action: Show High Score
Score table
Select font and colors

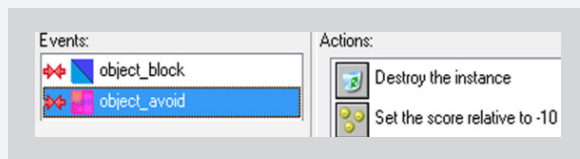



 [same event]
Action: Restart Game

Option #2: Lowers the score if the player does not avoid the projectile.

Object_Player


 **Event: Collision <Avoid>**
Action: Destroy the instance
Applies to: Other




[same event]
 Action: Set Score
New Score: -10
Check Relative

Option #3: Lowers the health if the player does not avoid the projectile.

Object_Player

 **Event: Collision <Avoid>**
Action: Destroy the instance
Applies to: Other



[same event]
 Action: Set Health
New Health: -10
Check Relative

Option #3 only works if you already have a health bar in your game. See the **Player Health Bar** card to complete the programming.