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 an Object_Hazard, but don’t add any Events or Actions. You have three options below:

Option #1: 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

Option #2: 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

Option #3: 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