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_Avoid** 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.