Changing Rooms

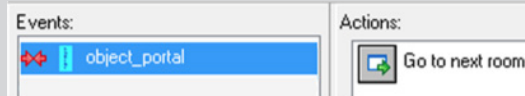**Create a portal that will allow the player to change game rooms.**

You need to create a **Sprite_Portal** and **Object_Portal**. The sprite design and image size is up to you, but it shouldn't be smaller than 32 x 32. The **Object_Portal** has no programming.

Object_Player

Event: Collision <Portal>
Action: Go to next room
   Select a transition

A transition is how a game visually moves to the next room.

NOTE: *You must place the **Object_Portal** in the game room.* You could also choose **Previous Room**, **Restart Room**, or **Different Room**, which wil allow you to choose a specific room. The **Next Room** portal can be used in any level except the closing level, where as a **Different Room** portal will always take you to the specified room.

Create an automatic portal that will allow the player to change game rooms.

If you wanted to change the rooms when you collect all of one object or defeat the boss, you can use the **Test Instance Count** to change rooms without a portal.

Object_Player

Event: Step
Action: Test instance count
   Object: *Your choice!*
       (Ex: Object_Collect)
   Number: 0
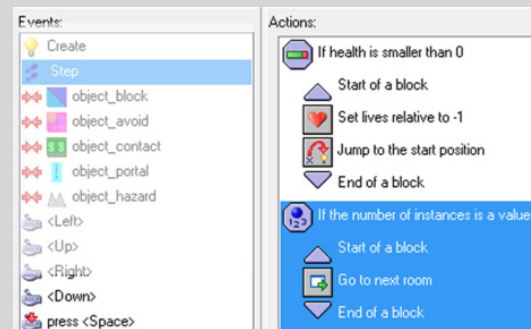   Operation: Equal to

[same event]
Action: Start block

Action: Go to next room

Action: End Block

NOTE: If you have other programming in the **Step Event** for the player, make sure these steps are in order and won't mix up what was previously programmed. Be sure that you can get to all of the objects or that you don't have any outside of the room or under walls so you can go to the next room.