Lives

Create lives for the player. Lives work differently from health in that you restart the level or restart the game without ending the game.

First, you must create a 16 x 16 or a 32 x 32 sprite that will represent the “life” such as a heart or the player’s face. Name it **Sprite_Life**. Then, create an **Object_LifeBar**. If you don’t want to make a sprite for your lives, the programming will show the number of lives the player has instead of sprites.

**Object_LifeBar**

- **Event: Draw**
  - Action: Draw lives as image
  - x: 10
  - y: 40
  - Image: **Sprite_Life**
  - Not Relative

**Object_Player**

- **Event: Create**
  - Action: Set Lives
  - New Lives: 3
  - Not Relative

- **Event: Step**
  - Action: Test Lives
  - Value: 0
  - Operation: Equal to
  - No NOT

- [same event]
  - Action: Restart game

Make the collisions with avoids, enemies, or hazards take away a life.

**Object_Player**

- **Event: Collision**
  - Action: Set Lives
  - New Lives: -1
  - Check Relative

- [same event]
  - Action: Jump to start
  - Applies to: Self