Create a health bar for the player. This will allow the player to take on damage before the game ends.

Create an **Object_HealthBar**, but do not make a sprite. The programming will create the visual of the health bar for you.

**Object_HealthBar**

![Health Bar Image]

**Event: Draw**
Action: Draw
- x1: 10
- y1: 10
- x2: 110
- y2: 25
Select a Background Color
Select a Bar Color
Not Relative

These (x, y) coordinates will put the health bar in the *top right* of the screen. For other placements, see the **Coordinate Placements** card.

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**Object_Player**

**Event: Create**
Action: Set health
- Value: 100
Not Relative

**Event: Step**
Action: Test health
- Value: 0
  - Operation: Smaller than
  - No NOT

  [same event]
  Action: Start block
  Action: Show high score
  Select desired visuals
  Action: Restart game
  Action: End block

The blocks keep the “sub-actions” together. If you later add more actions in the **Step Event**, this programming won’t be affected.
Change the actions in Collision events with avoids, enemies, and/or hazards to affect the player health.

**Object_Player**

**Event: Collision**

- **Action:** Destroy the instance
- **Applies to:** Other

[same event]

- **Action:** Set Health
  - **Value:** -10
  - **Check Relative**

The player will now lose 10 health points with every collision.

NOTE: If your game has only one collision between the player and Object_Avoid, before the game is over, you will need to remove and .

You must place the **Object_Score** in the game room (it doesn’t matter where) even though there isn’t a sprite. You will see a instead.

This programming is only for the player health and cannot be used for enemy or boss health. See the **Boss/Enemy Health** card.

The health bar can be placed anywhere in the game room. See the **Coordinate Placements** card for possibilities.

If you have large rooms and a scrolling camera, you must change your coordinates to include view_xview and view_yview. The health bar is not currently attached to the camera. See the **Follow Coordinate Placements** card.