

# Player Health Bar

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



**Event: Draw**

Action: Draw

x1: 10

y1: 10

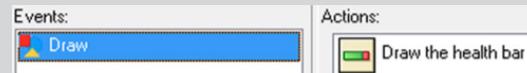
x2: 110

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.

## 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

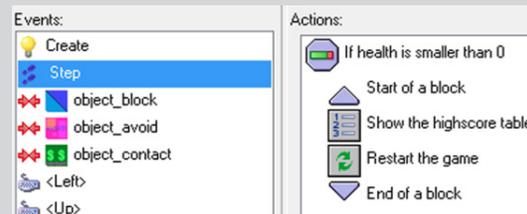
Select desired visuals



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.

# Player Health Bar

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.