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 32x32. 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 could also choose “Previous Room,” “Restart Room,” or “Different Room” which will 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.

**You can use “Test Instance Count” to change rooms without a portal**

If you wanted to change rooms when you collect all of one object or defeat the boss

**Object_Player**

**Event:** Step

**Action:** Test Instance Count

Object: *Your choice!*  
(example: object_collect)

Number: 0

Operation: Equal to

[same event]

**Action:** Start Block

[same event]

**Action:** Go to Next Room

[same event]

**Action:** End Block

If you have other programming in the Step Event for the player, make sure these are in order and won’t mix up what was previously set.

**NOTE:** 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.