Avoid: Hazards

Create hazards for the player to avoid

A hazard can be anything you like. Some examples of common hazards: spikes, poison, toxic waste, fire, ice, or special walls. Create a sprite `<hazard>` any size you'd like, then make a object `<hazard>`, but don’t add any Events or Actions. You have three options below.

**Option #1:** Ends the game if the player does not avoid the hazard.

**Object_player**

- **Event:** Collision `<hazard>`
  - Action: Show High Score
  - Action: Restart Game

**Option #2:** Lowers the health and restarts the level if the player does not avoid the hazard.

**Object_player**

- **Event:** Collision `<hazard>`
  - Action: Set Health Value: -30
  - Action: Jump to Start

**Option #3:** Lose a life and restarts the level if the player does not avoid the hazard.

**Object_player**

- **Event:** Collision `<hazard>`
  - Action: Set Lives New Lives: -1
  - Action: Jump to Start