Create a health bar for the player

Create an object_health bar, but do not make a sprite. The programming will draw one for you and manage it during game play.

**Object_Healthbar**

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

- **Events:**
  - Draw

- **Actions:**
  - Draw the health bar

- These (x,y) coordinates will put the health bar in the Top Left of the screen. For other placements, see **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

- **Events:**
  - Create
  - Step
  - object_block
  - object_avoid
  - object_contact
  - <Left>
  - <Up>

- **Actions:**
  - Set the health to 100
  - If health is smaller than 0
  - Start of a block
  - Show the highscore table
  - Restart the game
  - End of a block

- **[same event]**
  - Action: Start Block

- **[same event]**
  - Action: Show High Score
  - Select Desired Visuals

- **[same event]**
  - Action: Restart the Game

- **[same event]**
  - Action: Close Block

The blocks keep the ‘sub-actions’ together. If you later add more actions in the ‘STEP’ Event, this programming won’t be affected.

Continued on Part 2 of 2
Change actions in COLLISION events with avoids, enemies, and/or hazards to affect 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.

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

**NOTES:**

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

The health bar can be place anywhere in the game room, see Coordinate Positions 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 Follow Coordinate Positions card for details.