Create a projectile to be avoided by the player

**Object_Avoid**

**Event: Create**
- Action: Move Fixed
- Applies to: Self
- Select All Left Arrows: 12
- Speed: 12
- Not Relative

**Event: Other <Outside Room>**
- Action: Destroy the Instance
- Applies to: Self

NOTE: You could set the object_avoid to collide with the object_wall and destroy the instance of self. This would keep them from going through walls.

Make the object_boss release multiple object_avoid at random

**Event: Step <Step>**
- Action: Test Chance
- Sides: 50
- No NOT

{same event}
- Action: Create Instance
- Select: object_avoid
  - x: 0
  - y: 0
  - Check Relative

Here, Relative means that the object_avoid will be created at the current position of the object_boss. You can later select (x,y) coordinates on your boss to create object_avoid from a specific part of the sprite, such as the hand or mouth.

Test Chance is imaginary dice. The fewer sides the dice has to roll, the more object_avoids created.

More sides = Less Likely to Create Avoids
Less Sides = More Likely to Create Avoids

Continued on Part 2 of 2
Make the object\_avoid collide with the object\_player, with three possible outcomes

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

**Object\_Player**

**Event:** Collision <Avoid>
- Action: Show the High Score Table
- Action: Select Font and Colors
- Action: Restart the Game

**Option #2:** Lowers the score if the player does not avoid the projectile.

**Object\_Player**

**Event:** Collision <Avoid>
- Action: Destroy the Instance
- Action: Set Score
  - New Score: -10
  - Check Relative
- Action: Set the score relative to -10

**Option #3:** Lowers the health if the player does not avoid the projectile.

**Object\_Player**

**Event:** Collision <Avoid>
- Action: Destroy the Instance
- Action: Set Health
  - New Health: -10
  - Check Relative

**NOTE:** Option #3 only works if you already have a health bar in your game. See the Player Health Bar card to complete the programming.