

Lives

Create lives for the player. Lives work differently from health in that you restart the level or restart the game without ending the game.

First, you must create a **16 x 16** or a **32 x 32** sprite that will represent the “life” such as a heart or the player’s face. Name it **Sprite_Life**. Then, create an **Object_LifeBar**. If you don’t want to make a sprite for your lives, the programming will show the number of lives the player has instead of sprites.

Object_LifeBar

Event: Draw



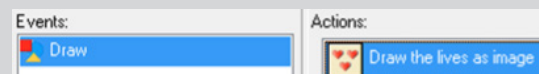
Action: Draw lives as image

x: 10

y: 40

Image: **Sprite_Life**

Not Relative



These (x, y) coordinates will put the lives in a row at the *top left* of the screen. For other placements, see the [Coordinate Placements](#) card.

Object_Player

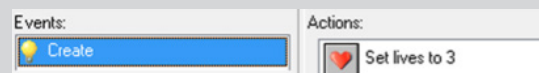
Event: Create



Action: Set Lives

New Lives: 3

Not Relative



Event: Step

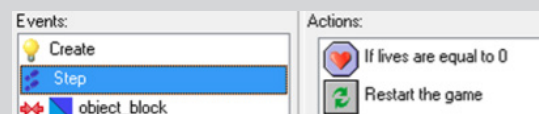


Action: Test Lives

Value: 0

Operation: Equal to

No NOT



[same event]

Action: Restart game

Make the collisions with avoids, enemies, or hazards take away a life.

Object_Player

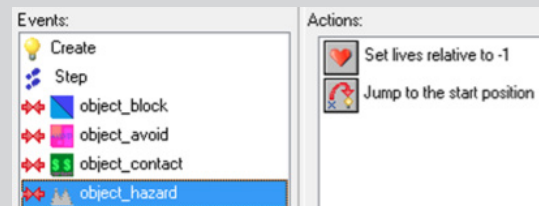
Event: Collision



Action: Set Lives

New Lives: -1

Check Relative



[same event]



Action: Jump to start

Applies to: Self