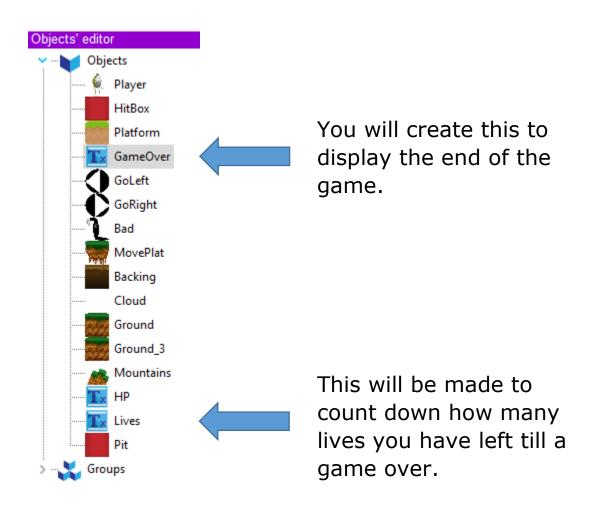
Being Defeated while Falling and Losing Lives and Goal

You will be making the following Events:

24	Pit Death		
25	At the beginning of the scene	📝 Hide the object GameOver	
26	No conditions	<pre>txt Do ="Lives: " + GlobalVariableString(Lives) to the text of Lives</pre>	
27	HitBox is in collision with Pit	Do -1 to global variable Lives ➡Change for scene "Level 1"	
28	🔚 Global variable Lives is =0	<pre>X Delete object Player Show object GameOver X Delete object HitBox</pre>	



• OAt the beginning of the	e scene 📝 Hide the object GameOver			
A Edit the action	— E	x c		
 All objects Behaviors Movement Visibility Hide Show Layers and cameras 	Hide Hide the specified object. Object: GameOver			
No conditions	<pre>tXt Do ="Lives: " + GlobalVariableString(Lives) to the t</pre>	text of Lives		
7 HitBox is in collision with I	Pit ↓ Change for scene "Level 1"			
Sedit the condition	— C	×		
 All objects Angle Movement Behaviors Layer Variables Z order Position Visibility Objects 	Collision Test the collision between two objects using their collision mask. Note that some objects may not have a collision mask. Some others, like Sprite, provide also more precise collision conditions. Object: HitBox Object:			
• • • Collision	Pit			

A Edit the action

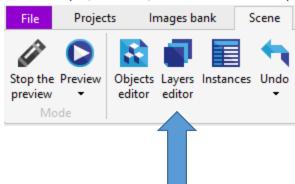
A Edit the action		— 🗆	×
 All objects Sprite Variables Mouse and touch 	^	Change the scene Stop this scene and start the specified one instead.	
 Scene Stop and go back to previous scene Pause and start a new scene Quit the game 		Name of the new scene: "Level 1" Circument is a second s	txt
Change the scene Change background color		Stop any other paused scenes?:	-

VarGlobal variable Lives is =0	XDelete object Player
😋 Add a condition	Show object GameOver
	🗙 Delete object HitBox

🗹 Edit the condition			_	×
 All objects Sprite Advanced 	^	Var Value of a global variable Compare the value of a global variable.		
Variables		Variable:		
 Structures Value of a global variable Variable 		Lives Sign of the test:		Var
 Structures Value of a variable Text of a variable Mouse and touch 		= Value to compare:		>=<
Keyboard Scene		0		Σ
A Edit the action				\times
 All objects Behaviors Movement Visibility 	^	Delete an object		
 Layers and cameras Z order Objects Delete an object 		Object: Player		¥

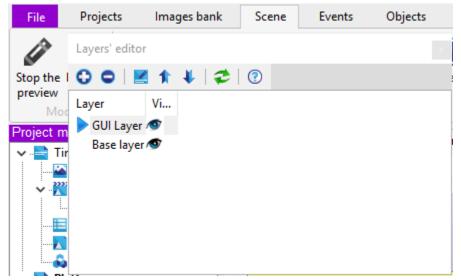
You will also make a new Layer to drag the Text Sprites into.

GDevelop - [Platformer] C:\Users\tcantu\GDevelop



You will make the GUI Layer

GDevelop - [Platformer] C:\Users\tcantu\GDevelop projects\My project 18\Proje



The Goal is done as follows:

29	Goal	
30	At the beginning of the scene	🖊 Hide the object Goal
31	HitBox is in collision with Goal	Change for scene "Congratulations"
>	Time Keeper Tim Game Images Scenes Level 1 Congratulations	

