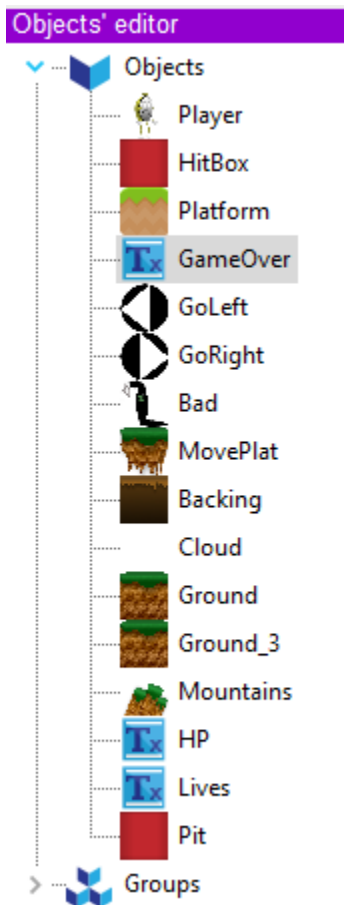


Being Defeated while Falling and Losing Lives and Goal

You will be making the following Events:

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



You will create this to display the end of the game.

This will be made to count down how many lives you have left till a game over.

● **At the beginning of the scene** / Hide the object **GameOver**

Edit the action

- All objects
 - Behaviors
 - Movement
 - Visibility
 - Hide**
 - Show
 - Layers and cameras

Hide
Hide the specified object.

Object:
GameOver

● **No conditions** [X] Do "Lives: " + GlobalVariableString(Lives) to the text of **Lives**

27 **HitBox is in collision with Pit** [Var] Do -1 to global variable **Lives**
➡ Change for scene "Level 1"

Edit the condition

- All objects
 - Angle
 - Movement
 - Behaviors
 - Layer
 - Variables
 - Z order
 - Position
 - Visibility
 - Objects
 - Collision**

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:
Pit

Edit the action

Value of a global variable
Modify the value of a global variable

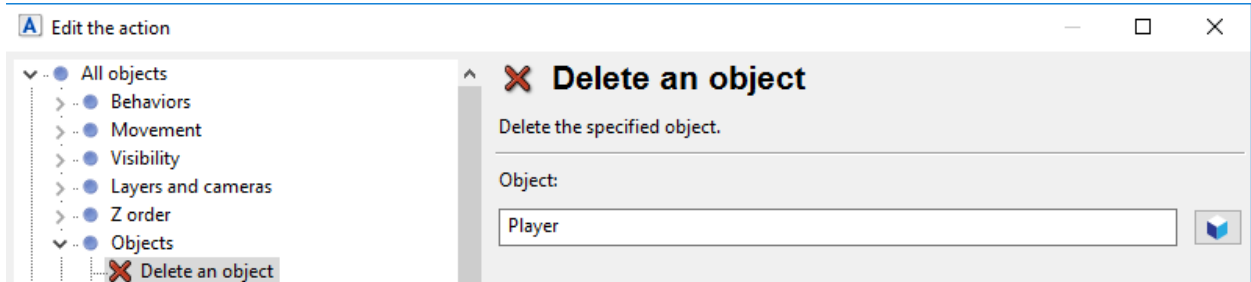
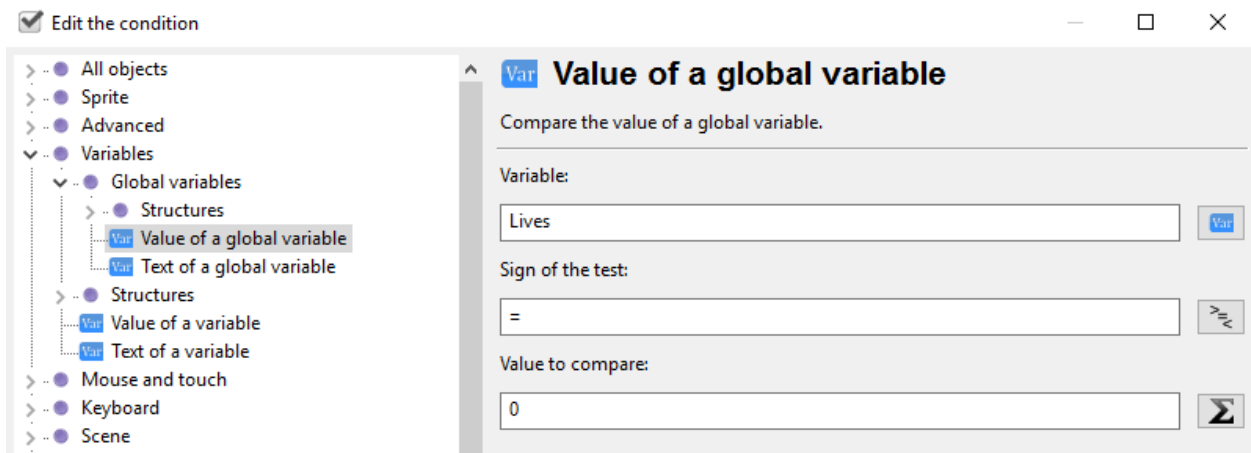
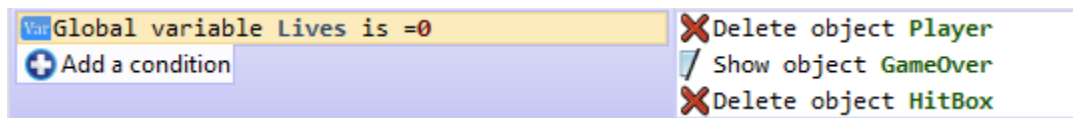
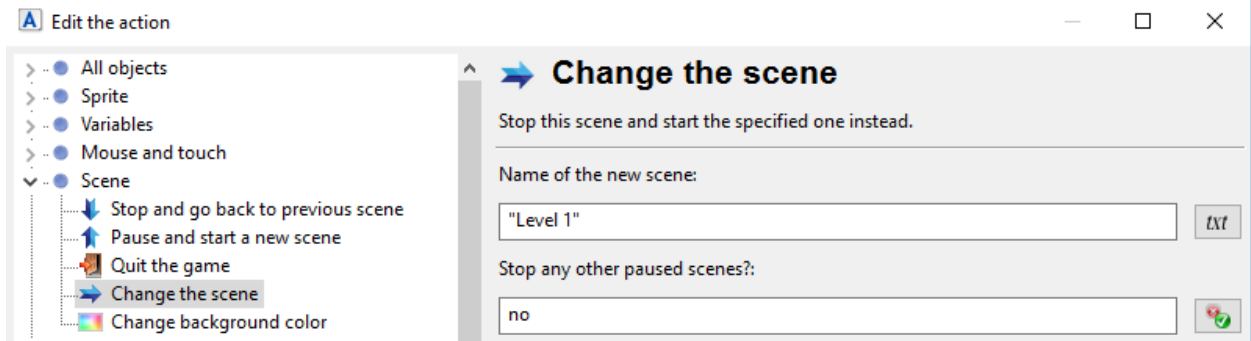
Variable:
Lives

Modification's sign:
-

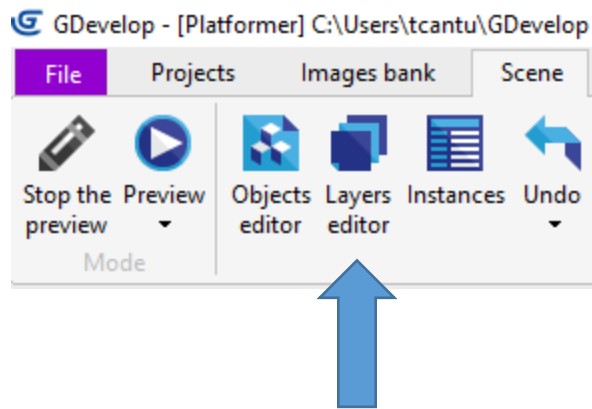
Value:
1

Change variable

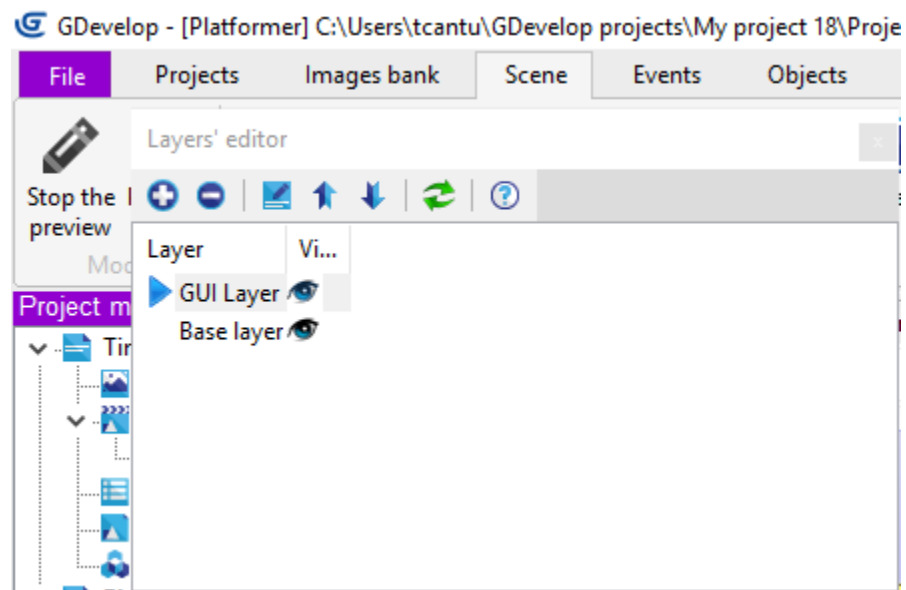
Variable	Initial value
Lives	3



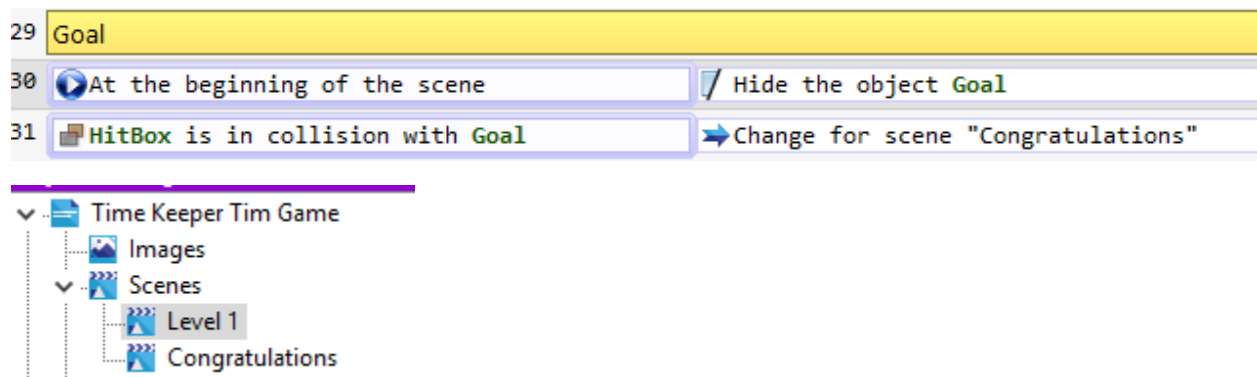
You will also make a new Layer to drag the Text Sprites into.



You will make the GUI Layer

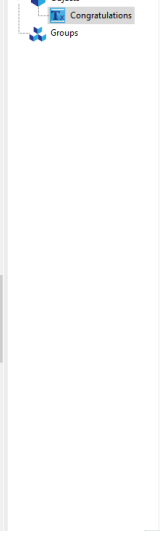


The Goal is done as follows:





Congratulations, you win!!



- Objects
- Congratulations
- Groups