# Defeating Enemies and Removing Sprites

- If you are not using a HitBox, then you will substitute your sprite name into these events.
- If you are using a HitBox, then you will use the following Events.

20	Enemy Defeat	
21	⬜ HitBox is in collision with Bad	*No actions*
1	🏃 HitBox is falling	Ⓐ Allow HitBox to jump again Ⓐ Simulate pressing Jump key for HitBox 🏃 Do =1500 to the gravity applied on Bad 🔁 Activate behavior PlatformerObject of Bad: yes ▦ Do =1 to the number of current animation of Bad
22	Remove Enemy	
23	▦ The number of the current animation of Bad is =1 🏃 Bad is on floor 🔄🏃 Bad is moving	🔁 Activate behavior PlatformerObject of Bad: false ⬜ Do -50*TimeDelta() to the opacity of Bad
1	⬜ The opacity of Bad is =0	❌ Delete object Bad

"Collision" is found here:
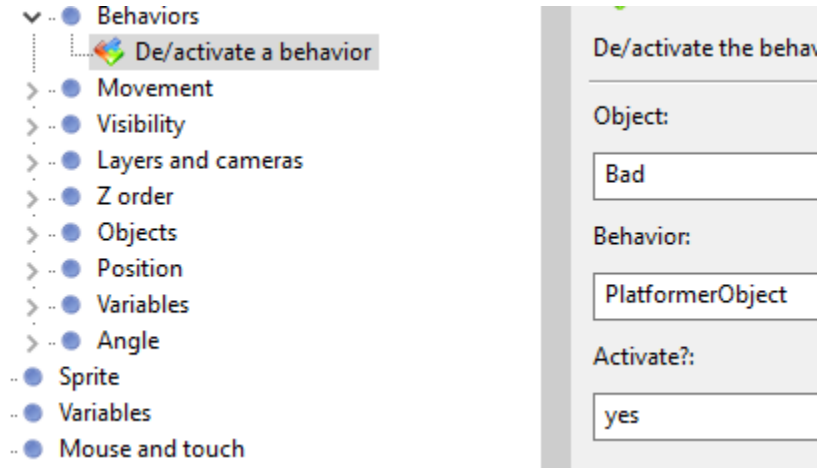
"Allow jump again" and "gravity" is found here:

Network
Game's window
External layouts
Destroy Outside Screen Behavior
Platform Behavior
  Platforms
  Options
    Acceleration
    Deceleration
    Gravity
    Jump speed
    Maximum falling speed
    Maximum speed
    [A] Allow again jumping

Object:

HitBox

Behavior:

PlatformerObject
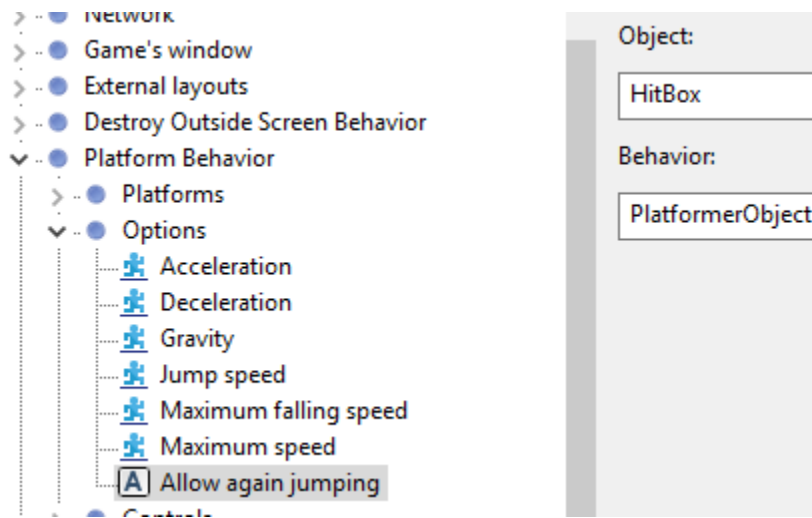
"Simulate jump key" is found here:

Files
Network
Game's window
External layouts
Destroy Outside Screen Behavior
Platform Behavior
  Platforms
  Options
  Controls
    [A] Ignore default controls
    [A] Simulate control
    [A] Simulate down key press
    [A] Simulate jump key press
    [A] Simulate ladder key press

HitBox

Behavior:

PlatformerObject
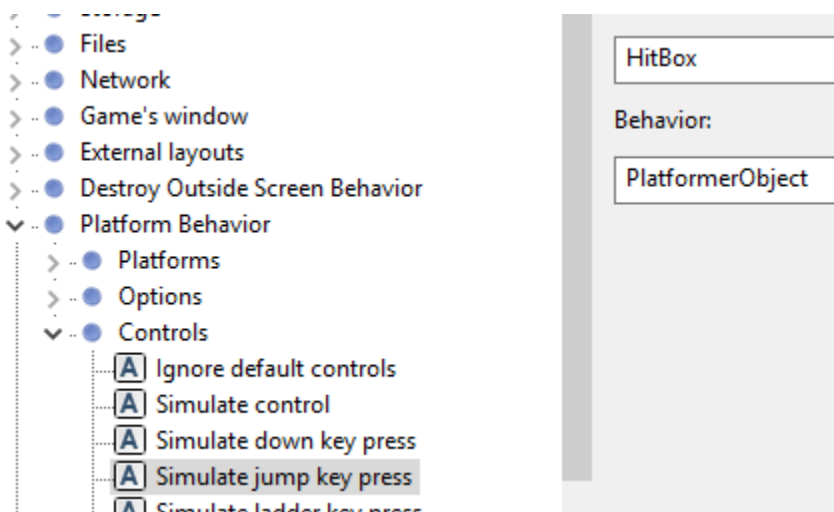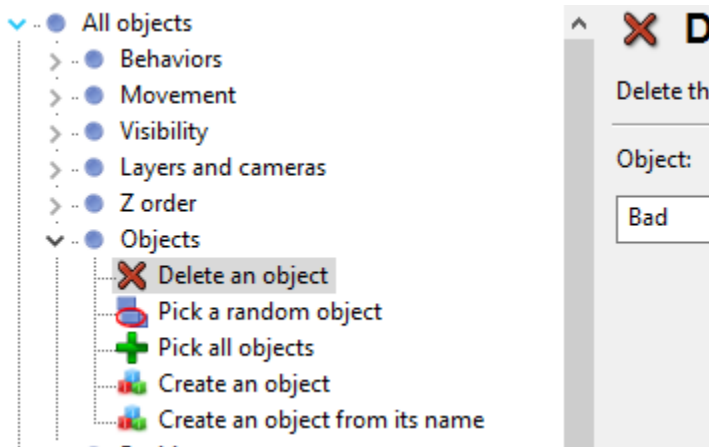
"Behavior options" is located here:

"Deleting object" is located here: