

Enemy Hit Detection

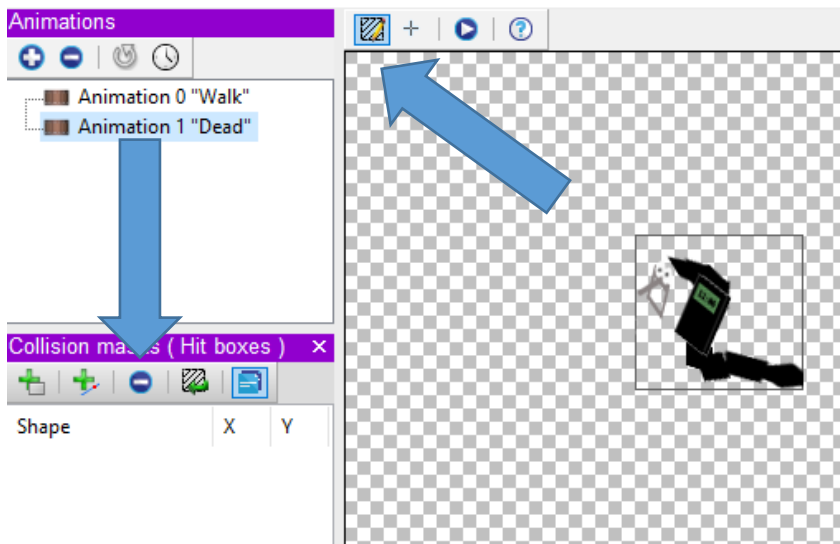
Prerequisites

- Create Secondary Hitbox

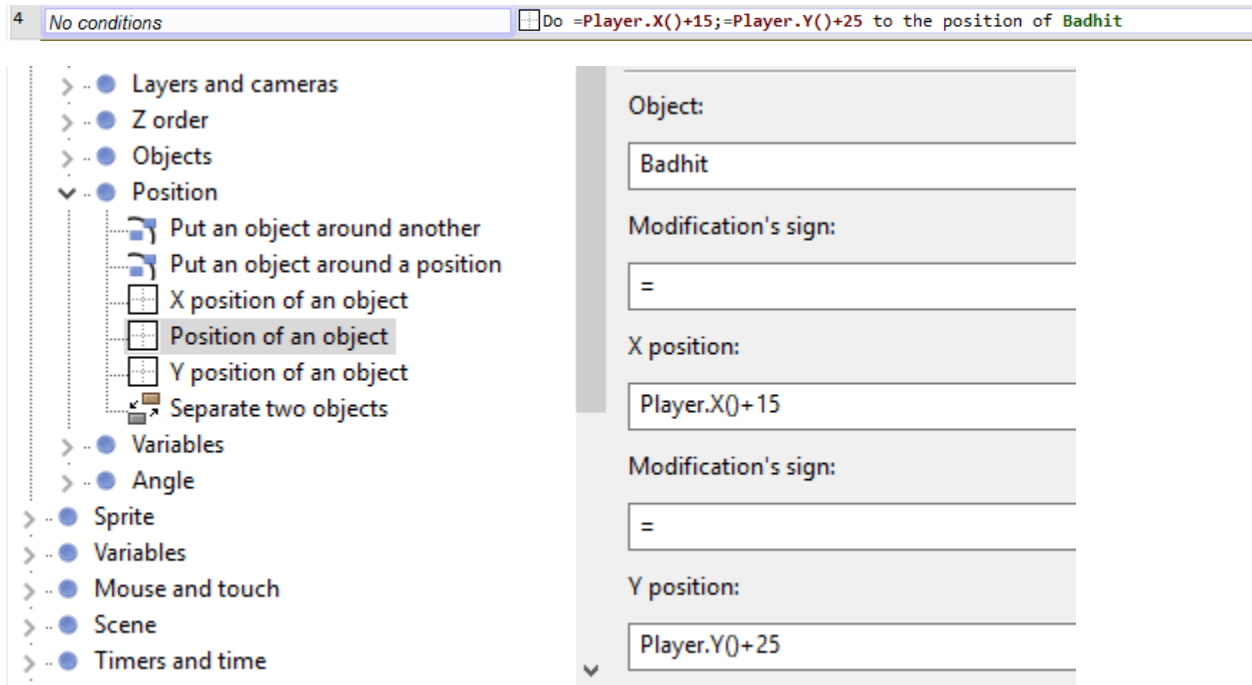


- Remove Enemy hit mask for "Dead" animation

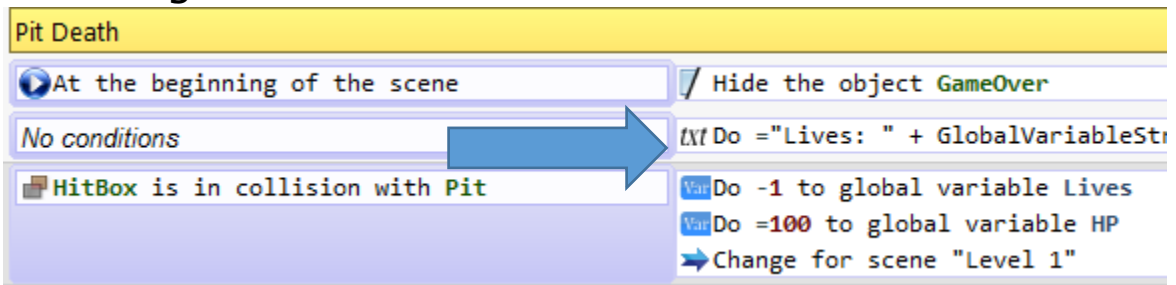
edit the sprite object



- Have the new Hitbox named "Badhit" follow "Player"



- Under Pit Death (Consult previous lesson) add the following:



- These are found here:

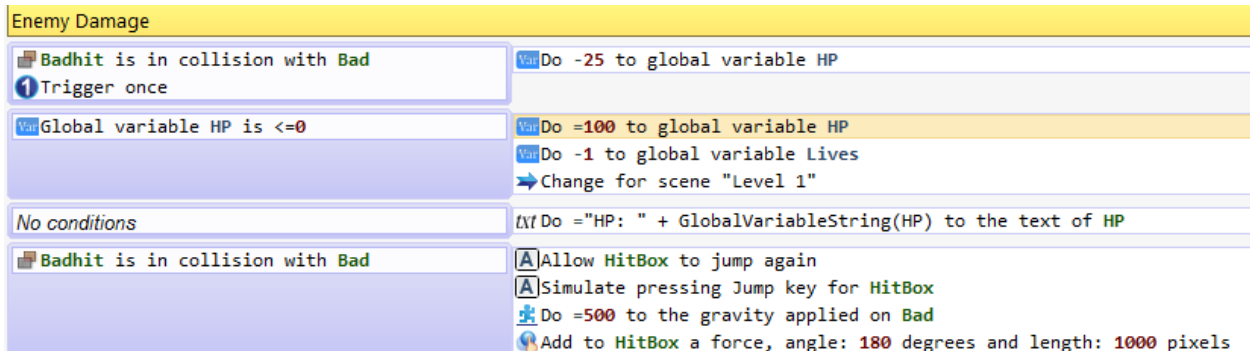
The screenshot shows the 'Edit the action' window in Scratch. The left sidebar is expanded to 'Variables' > 'Global variables' > 'Structure', with 'Value of a global variable' selected. The right panel shows the configuration for this action: 'Variable:' is set to 'HP', 'Modification's sign:' is set to '=', and 'Value:' is set to '100'. Below the configuration panel is a 'Choose a variable' section with a toolbar and a table of existing variables.

Variable	Initial value
Lives	3
HP	100

- Create a Text Sprite named HP

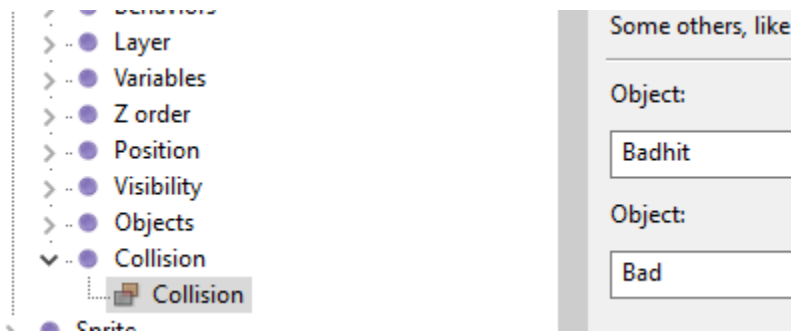


Once these prerequisites are complete, you will create the following events:

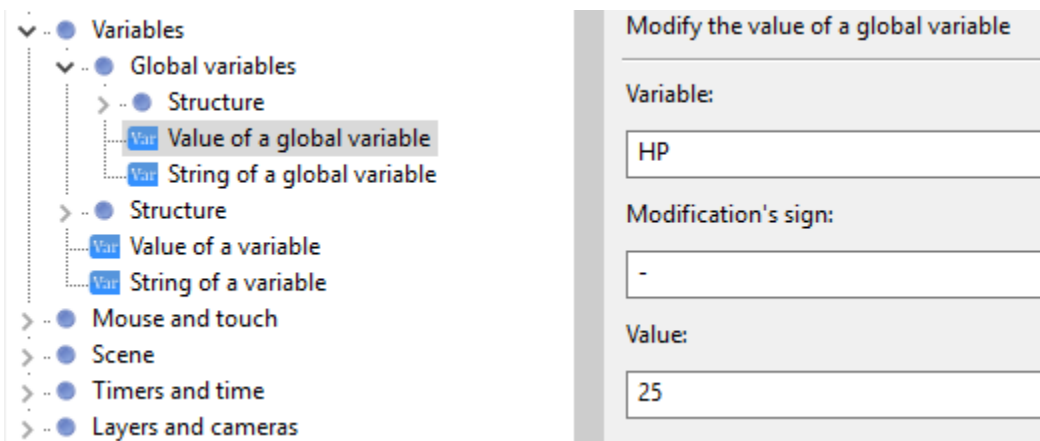


Hint: Remember to use "Global Variables"!!!

- Collision is located here:



- Damage is located here (along with all other Global Variable Action and Event):



- Trigger Once is located here:

