

## Healthbar

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May be copied with acknowledgement

The energy of each pacman is set to 30 on creation

**Create Event:**

set variable energy to 30

In the draw event, first the sprite is drawn

**Draw Event:**

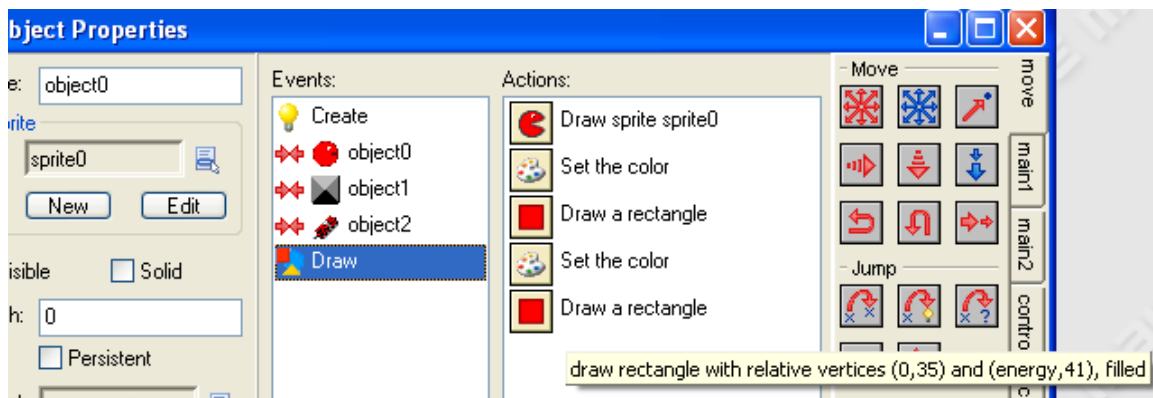
at relative position (0,0) draw image -1 of sprite sprite0

Then a green rectangle with grey fill is drawn size 30

draw rectangle with relative vertices (0,35) and (30,41)

Then a green rectangle with green fill is drawn size = energy

draw rectangle with relative vertices (0,35) and (energy,41)



## Information about object: object0

Sprite: sprite0  
Solid: false  
Visible: true  
Depth: 0  
Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

**Create Event:**

set variable energy to 30  
start moving in directions 111101111 with speed set to 4

**Collision Event with object object0:**

bounce precisely against all objects

**Collision Event with object object1:**

bounce precisely against all objects

**Collision Event with object object2:**

if energy is larger than 0  
    set variable energy relative to -1  
else  
    destroy the instance

**Draw Event:**

at relative position (0,0) draw image -1 of sprite sprite0  
set the drawing color to 12632256  
draw rectangle with relative vertices (0,35) and (30,41), filled

set the drawing color to 65280  
draw rectangle with relative vertices (0,35) and (energy,41), filled

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### **Information about object: object1**

Sprite: sprite1  
Solid: false  
Visible: true  
Depth: 0  
Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

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### **Information about object: object2**

Sprite: sprite2  
Solid: false  
Visible: true  
Depth: 0  
Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

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