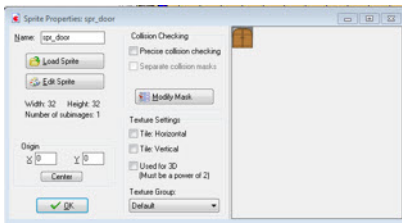
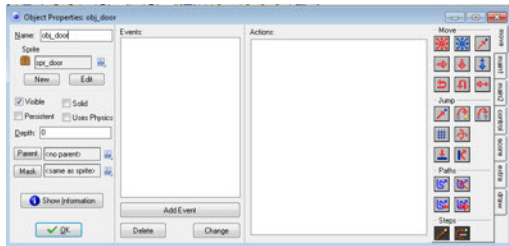


# Adding a door object

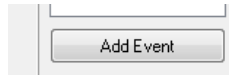
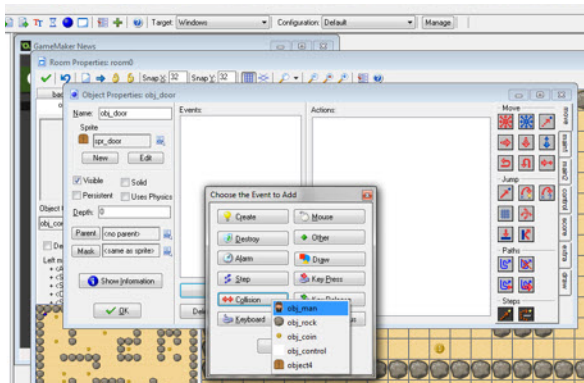
If the man collides with the door, the game should move to a new room/level.



Create a **sprite**. Load your image and give it a name.

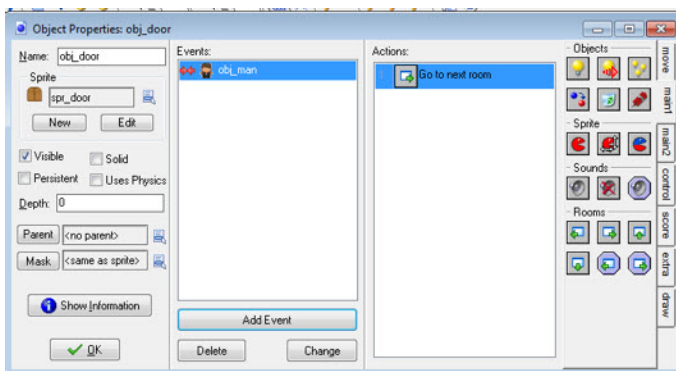


Create an **object**. Tell the object to use your new sprite.



**Add Event** - choose the collision event and choose **colliding** with the man

On the **Main1** tab, use the **Next room** action.



When the object collides with the man: move to the next room.

Click on the green tick, then go to the room and add a door to the room. Create more rooms, so that there is another room to move to!

