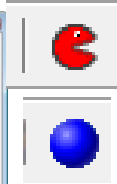
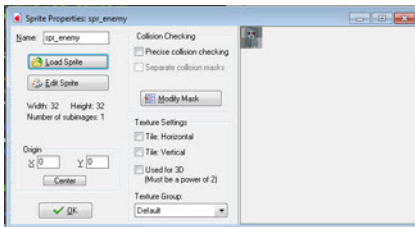


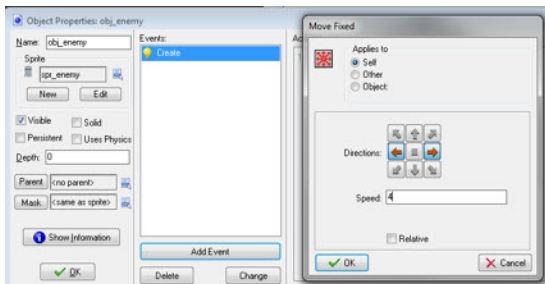
Adding an enemy

The enemy will move backwards and forwards in the maze. If it hits the man, it will send him back to the start and take one life off. If it hits the walls of the maze it will bounce off. You will also need a control object to deal with lives.

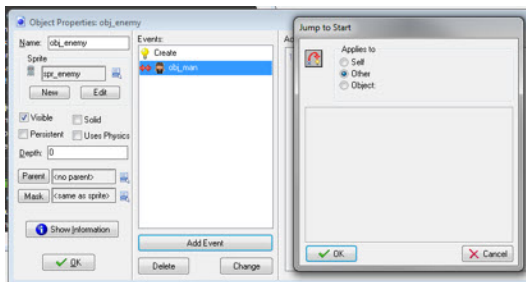


Create a sprite for your enemy.

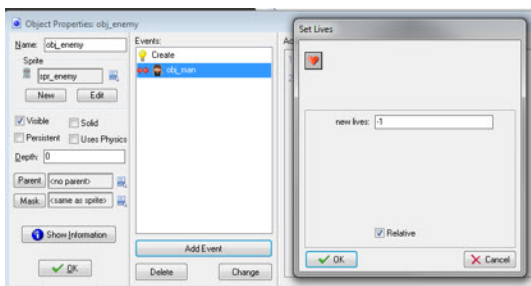
Create an object to use the sprite.



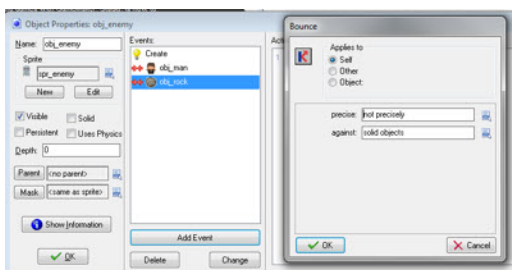
On **create**, use **Move Fixed**. Select left and right and give a speed of 4.



On collision with man, send **Other** back to start.



Still on Collision with Man, Set lives to -1 Relative.



On collision with the wall, bounce off solid objects.

Add your enemy objects to the room.

Make more, and this time make them move up and down on **create** (you can use the same sprite or different sprite, but you must give the objects different names so you and the system can tell them apart).

