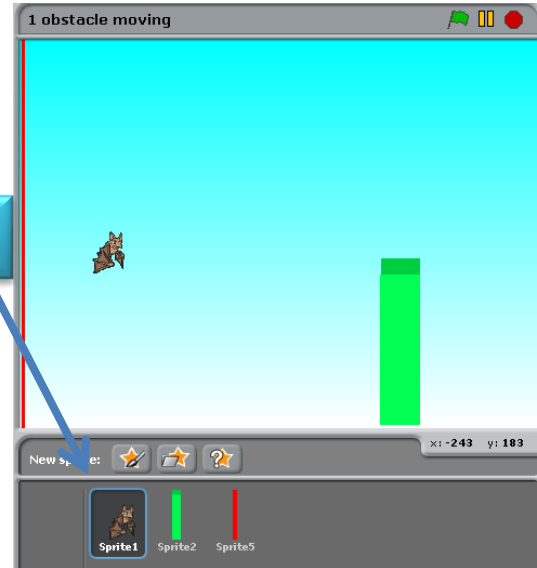


Game Over 2 – The Obstacles

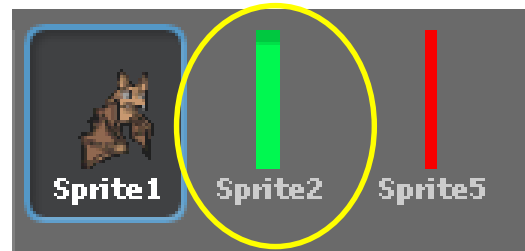
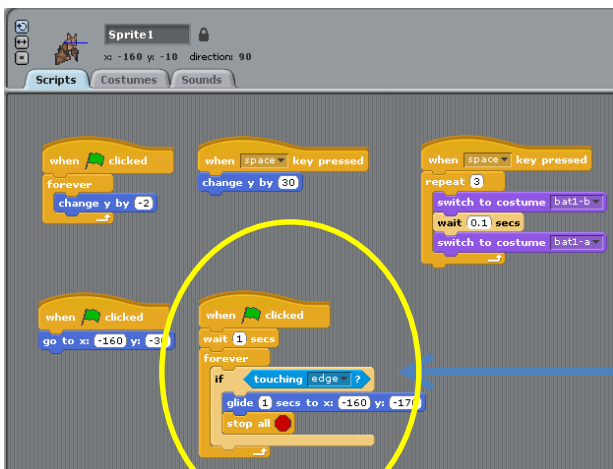


Now you have created obstacles, we need to tell the game to stop if our character hits one

1. Click on your character Sprite.
2. Right click on the script that ends the game if the character hits the roof or floor.



3. Choose duplicate.



4. You will see a copy of your instructions.
5. Change the instruction next to 'touching' to be your obstacle sprite.

