

# Platformer Tutorial, Part 7: Make Enemies Kill the Player (and the Player Kill the Enemies)

This part of the tutorial explains how the player can kill – and be killed by – the game's enemies.

## Series

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## Step 1: Kill the player

When the player collides with an enemy, the player should die. An easy way to “kill” the player is to delete the “Player” object if it collides with an enemy.

To delete the “Player” object if it collides with an enemy:

1. Create a new event.
2. Add a **Collision** condition that checks if the “Player” object is colliding with the “Slime” object.
3. Add the **Is on floor** condition to the “Player” object. This ensures that the player only dies if they're on the platform (i.e. not jumping).
4. Add the **Delete an object** action to the event that deletes the “Player” object.

The image shows a Scratch script editor window. At the top, there are three colored circles (red, yellow, green) and a play button icon. Below the toolbar, there are tabs: "Start Page", "New scene", and "New scene". The "New scene" tab is highlighted with a blue background.

The main area displays a list of conditions, each preceded by a blue vertical bar:

- Add condition**
- Player is on floor**
- Player is moving**
- Add condition**
- Player is on floor**
- Player is moving**
- Add condition**
- Player is in collision with Coin**
- Add condition**
- Add condition**
- The text of variable direction of Slime is [Left v]**
- Add condition**
- Slime is in collision with Left**
- Add condition**

The text of variable direction of S

Add condition

At the beginning of the scene

Add condition

Slime is in collision with Right

Add condition

Player is in collision with Slime

Player is on floor

Add condition

Add a new event

If you preview the game, running into the enemy will kill you.



## Step 2: Kill the enemy

If a player jumps on an enemy, the enemy should die. Similar to the previous step, “death” in this case means deleting the “Slime” object.

To delete the “Slime” object when a player jumps on it:

1. Create a new event.
2. Add a **Collision** condition that checks if the “Player” object is colliding with the “Slime” object.
3. Add the **Is falling** condition to the “Player” object. This ensures that the enemy only dies if the player is jumping (i.e. not on the platform).
4. Add the **Delete an object** action to the event that deletes the “Slime” object.

The image shows a Scratch interface with a script editor containing several scripts:

- Player is on floor**: A condition block.
- Player is moving**: A condition block.
- Add condition**: A placeholder for a condition block.
- Player is in collision with Coin**: A condition block.
- Add condition**: A placeholder for a condition block.
- Add condition**: A placeholder for a condition block.
- The text of variable direction of Slime**: A condition block.
- Add condition**: A placeholder for a condition block.
- Slime is in collision with Left**: A condition block.
- Add condition**: A placeholder for a condition block.
- The text of variable direction of Slime**: A condition block.
- Add condition**: A placeholder for a condition block.
- At the beginning of the scene**: An event block.
- Add condition**: A placeholder for a condition block.

  **Slime** is in collision with  **Right**

Add condition

  **Player** is in collision with  **Slime**

  **Player** is on floor

  **Player** is in collision with  **Slime**

  **Player** is falling

Add condition

— Add a new event

If you preview the game, you can jump on the enemy to kill them.



## (Optional) Step 3: Bounce on the enemy's head

In a lot of platforming games, when the player jumps on an enemy, the player bounces on the enemy's head. This makes killing an enemy feel more fluid.

To make the player bounce on the enemy's head:

1. Add the **Allow again jumping** action to the “Player” object.
2. Add the **Simulate jump key press** action to the “Player” object.

The image shows a Scratch script editor window. At the top, there are three colored window control buttons (red, yellow, green) and a 'GD' logo. Below the title bar are four icons: a blue document, a blue folder, a blue play button, and a blue microchip. The menu bar includes 'Start Page', 'New scene', and a 'New scene' button. The main area displays a vertical list of conditions:

- Player** is on screen
- Player** is moving
  - Add condition
- Player** is in collision with **Coin**
  - Add condition
- Add condition
- The text of variable direction of **Slime**
  - Add condition
- Slime** is in collision with **Left**
  - Add condition
- The text of variable direction of **Slime**
  - Add condition
- At the beginning of the scene
  - Add condition

  **Slime** is in collision with  **Right**

Add condition

  **Player** is in collision with  **Slime**

  **Player** is on floor

Add condition

  **Player** is in collision with  **Slime**

  **Player** is falling

Add condition

Add a new event

If you preview the game, you'll bounce on the enemy's head when killing them.



## Next step

Read [Platformer Tutorial, Part 8.](#)