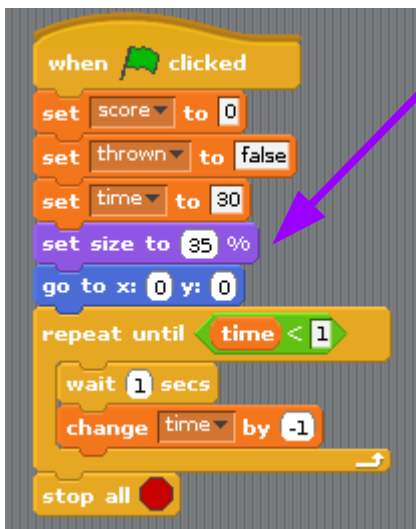


# It's about time...

**1** Lets start to add some rules to our game so we have something to do.

We will start by setting a time limit on the game play. We need this otherwise you could play forever. That sounds good but we do need some limits.

Find the bit of code you have already started with the green flag at the top and add on the following code :



Start from the purple arrow. You'll find the first line in 'looks'. The next one in 'motion' and most of the other items are in 'control' or 'motion'

The green bit is inside 'operators'.

Make sure you get the one that has '<' and not the other way round.

The word 'time' can be found in variables and can be dropped into the little white square (it gets bigger to fit). Then the number '1' on the other side is just typed in. When you have that done, you can pick up the green bit and drop it in the hole next to 'repeat until'

**2** So what does this do ?

The important bit is the 'repeat until' bit. This is called a loop.

A loop is a bit of code that repeats over and over and over and over again.

So at the start we set the time to 30 Seconds.

Now we will do the bit inside the loop area until the green thing has happened (until we run out of time).

Each time it loops round - we wait for 1 second and then we take the number 1 off the clock. In other words, it counts down one second at a time.

### 3 Before we test again, we should save.

Every now and then – save your work. If anything goes wrong, you can always go back to the last time you saved. Click on the picture of the disk :



These disk things are almost gone from existence now... a bit like the dinosaurs. A few years ago we used to store files on them. Give your project a name.

I called mine 'Boomerang-cat' – but you can call yours anything you want.

### 4 Test the game by clicking on the green flag in the top right corner.

The cat should now move round and you should be able to see him walking to the left and right. The time should start at 30 seconds and count down until it gets to zero where it should stop.

If it doesn't stop (or start or do anything else strange), flip the sheet over and make sure you got all the right symbols and all the right numbers in the right places.

### 5 One last thing for this page – let's give our cat a name.

See where it says 'sprite1' in the top of the middle section. Click in that box and rename it to 'cat'

