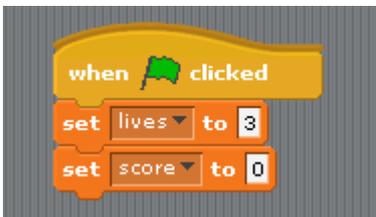


# What's the score ?

We are getting closer to a real game now. But it doesn't have a score or something to try to beat.

**1** Add another variable. We will call this one 'score'. Set it to be 'for all sprites' and leave the tick in so it is visible on the screen.

When we start the game our score should be zero. We will set this in the stage area. You should already have this bit of code so just add the bottom line on :



So now when we start it sets the lives to three and the score to zero.

**2** We need to add onto the score. How about 1 point each time a carpet goes by without killing you. That sounds like a good start.

Click on the first carpet and add in this bottom line. Make sure you get it in the right block of code :



You will need to repeat this for all of the carpets (or whatever you have made them into now)

How about different speeds and different scores ?

One of my carpets was made into a plane. How about that one goes faster but earns more points?

You can change them round as you like.

So here is my plane. I have changed how often it comes out (that's the random number next to 'wait'). I changed the speed and the score.

Which of your sprites would get the biggest score ?

