

# What's the score ?

**1** We have good guys and bad guys – but no score. There is not much point in battling the bad guys if no one is keeping score !

Add a new variable. This one will be called score.

Leave the dot in 'for all sprites' and when it is done – leave the tick in next to the name so it shows on the screen.

**2** Let's start with a zero score (well it is a fair game).

To do this you will need to go to the code for the hat (click on it)

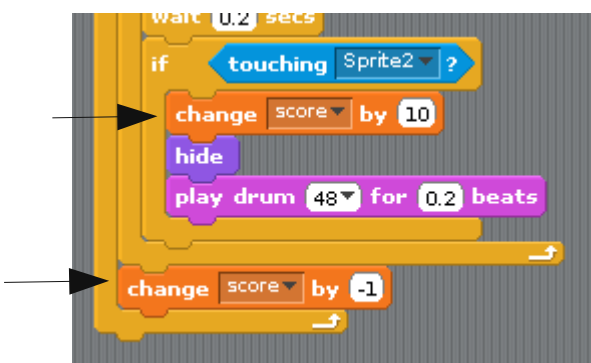
and just under the 'when green flag is clicked' insert 'set score to 0' :



and we also need a way to increase (or decrease the score).

Click on the ball and edit the existing code. You need to insert these two lines.

The top one adds to your score when you hit one. The bottom one takes it back off again by changing it by '-1':

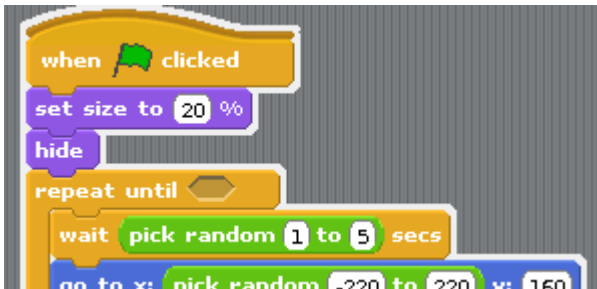


Make sure you get them in the right places.

### 3 Is it still a bit too easy ?

Lets start by changing when the ball drops.

Select the ball and change the line that says 'wait 1 sec' to wait a random amount of time :



Now let's make it harder -

If you right click on the ball (on a mac hold down CTRL and click) then do 'duplicate' you get 2 balls.

Test it. What happens ?

Do the scores work ?

Do the balls fall correctly ?

Is it possible to hit both balls with one shot ?

Time for sheet 7.