

Game Over ! (said in a robot voice)

Is the game finished ? Well in a way that is pretty close to the truth... The last thing we have to do is create a 'Game over' screen.

1 Let's make a new sprite. We will draw this one, so use the icon with the brush again.

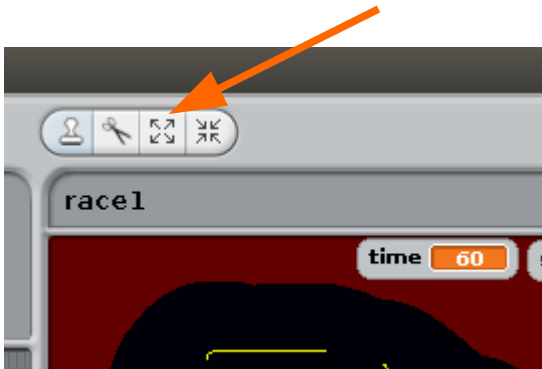
We need a big logo that says 'Game over' -



I did this one by using the 'text' icon (That's the big 'T' on the bottom row) and typing in the text. I then used the line icon to draw the shape and finally the paint can to drop in the colour. One tip - If you are doing it this way make sure you close up the star or the paint will leak out and fill up all the screen.

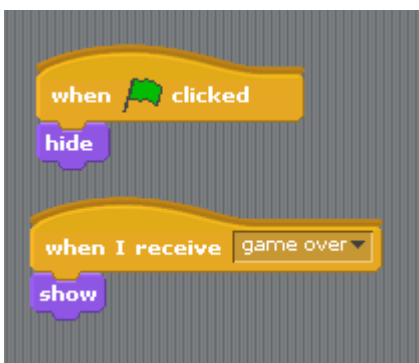
Click on OK when it is finished. If anything goes wrong use UNDO.

When you are done, click on the expand icon



and then click on the new logo until it covers most of the screen.
Make sure it does not cover up the time and the score. Move it if needed.

We need two little bits of code to make our 'game over' screen work :



This will hide the screen at the start of each game
and show it when we run out of time.

The new purple commands are in the [looks](#) button area