Time, time – ticking away

Let's develop this into a game. Let's make it more challenging.

1 First we need to add on a couple more Variables.

Click on the Variables button and add on two more called 'score' and 'time'.

You can leave the ticks next to these as we DO want to see them on the screen.

2 Click on the STAGE and click on scripts.
You should have a new empty scripts area.
--- Read that again.... It is important that you are on the stage and not on the car.

3 Add in this code :

The lighter orange bits are in the control button area and the darker orange commands are in Variables area.

See the green bit in the middle. This bit is made from a few different bits stuck together. The main green bit is in operations. And looks like this :

Make sure you get the one that points to the left (it is called 'less than')

You then need to add the 'time' variable from the Variables button area and the number '1' (you just type that last bit into the box.)

When you come to the 'broadcast' bit it will not have any writing in the area. Drag this in and then click on the little black arrow. Select new and give it a name like 'game over'.

So what does all of this new code do ?

At the top we set the variables to the values for the start of the game.

Then we have a loop (repeat until).

This keeps doing the code inside it over and over until the time

runs out (this happens when it is less than 1)

Inside the loop – it drops the time value by one and puts the score up.

Test again…. this is getting more and more like a full working game
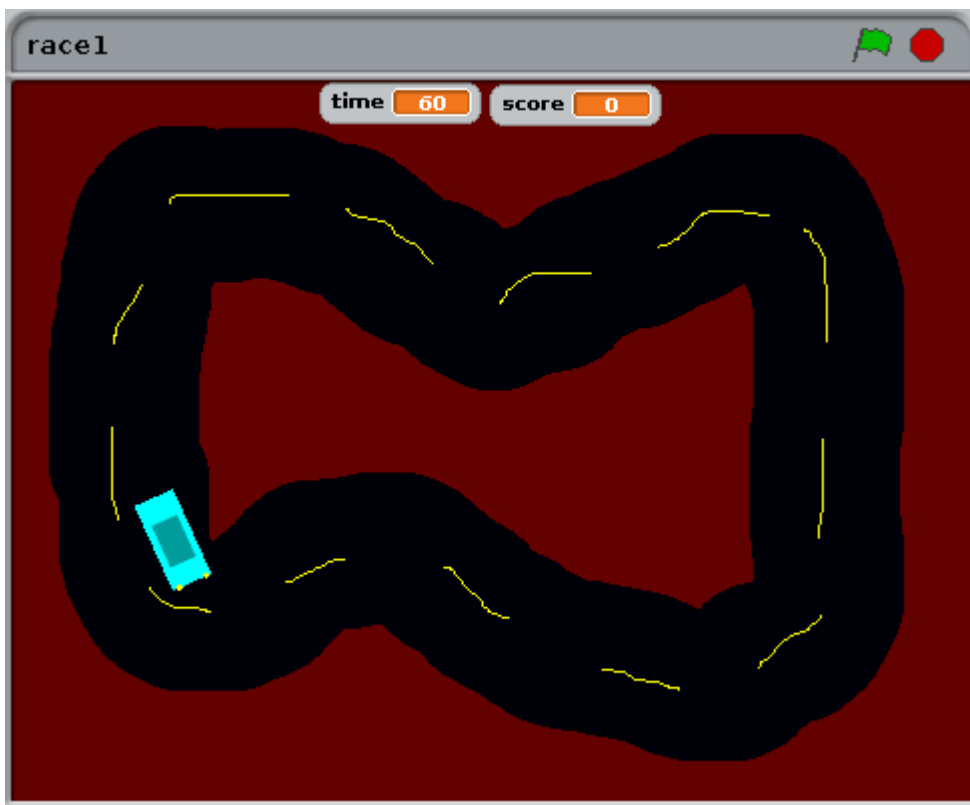
To make it look nice – I moved the score and time counters on the screen so they are not covering the track.