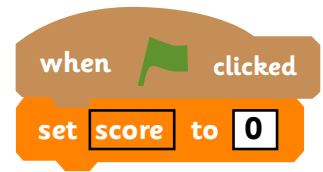




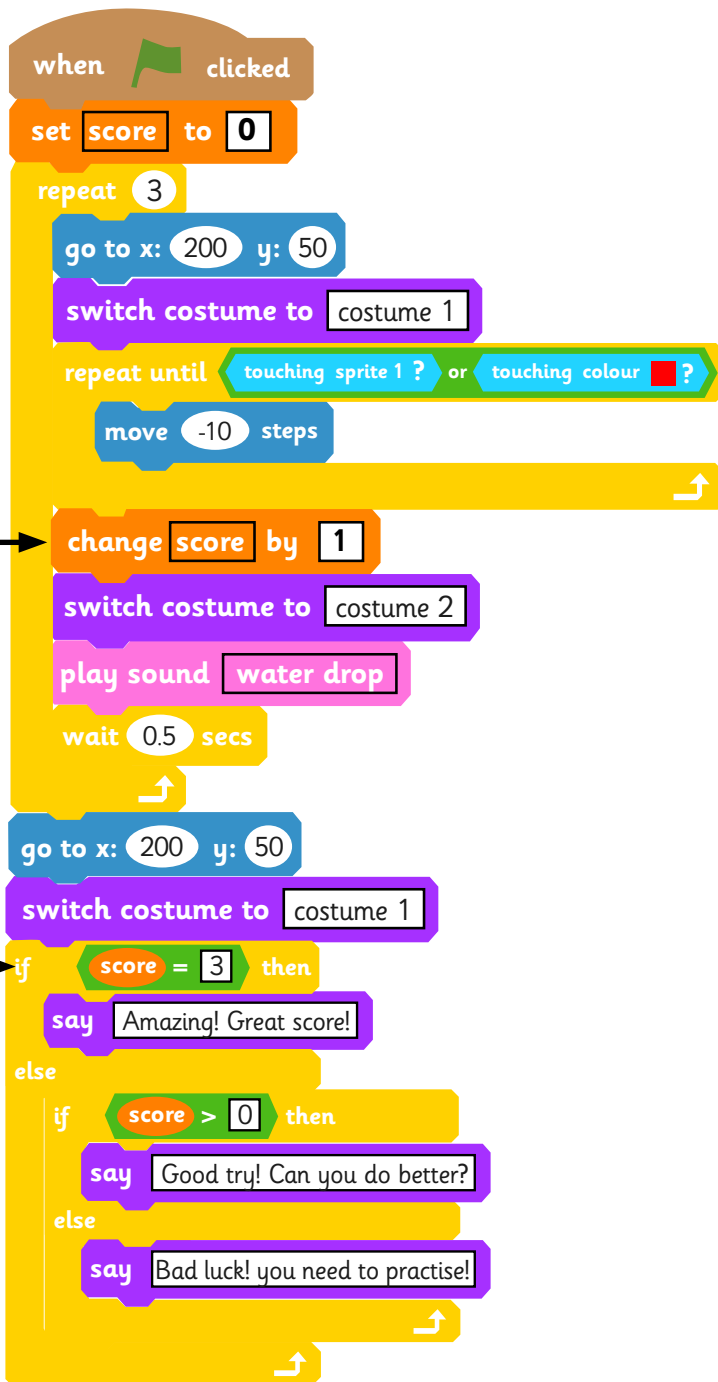
Scoring and Levels

Scoring

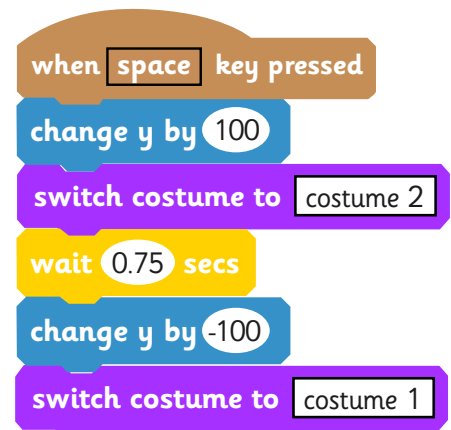
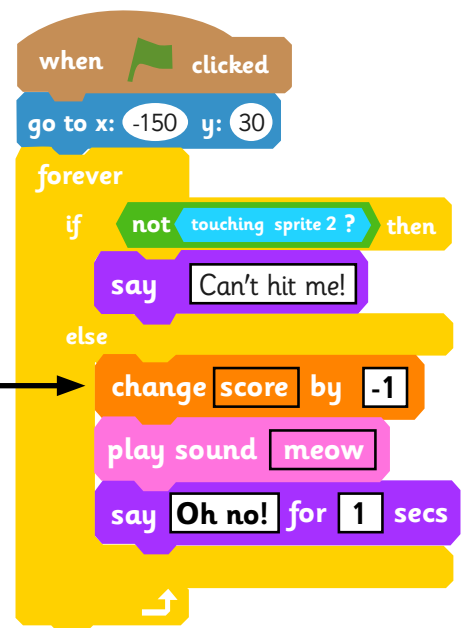
Use the Data section in the Scripts tab to Make a Variable.
Set Score to 0 at the beginning of the code.



- Add this block to Change the Score by 1 each time the balloon touches something.
- You could add these If Then Else blocks to display messages when the final score is calculated.
- Find the 'Score' block in the Data section and use the ' $\square = \square$ ' block from the Operators section.



- Add this Change Score by -1 block here for each time the balloon hits the character.
- Can you explain how this works?

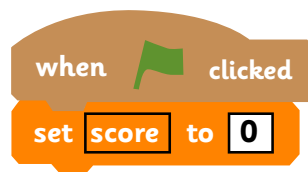




Scoring and Levels

Scoring

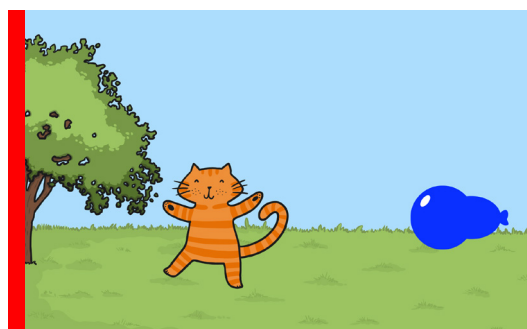
Use the Data section in the Scripts tab to Make a Variable.
Set Score to 0 at the beginning of the code.



- In the code for the Character Sprite, Change Score by -1 when the sprite is hit by the balloon.
- In the code for the Balloon, Change Score by 1 each time it hits either the wall or character.
- Can you explain why this works?
- Add messages to appear at the end of the game, based on the final score for the player, e.g. 'Well Done – Great Score!' or 'Bad Luck – Try Again Next Time!'
- This section of code could go at the end of the balloon code. Try using the block for If Then Else.

Levels

- How can the game be developed to add extra difficulty or levels? Maybe make the balloon travel faster or more times. Perhaps a whole new backdrop or sprite.
- As a final challenge, try to write the code for the next level!

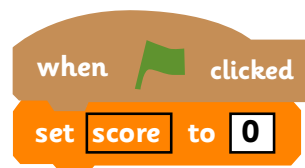




Scoring and Levels

Scoring

Use the Data section in the Scripts tab to Make a Variable.



- Add point-scoring to your game so that a point is scored every time the character successfully jumps over the balloon.
- Test and debug the code.
- Add messages to appear at the end of the game, based on the final score for the player, e.g. 'Well Done – Great Score!' or 'Bad Luck – Try Again Next Time!'

Levels

- How can the game be developed to add extra difficulty or levels?
- Maybe make the balloon travel faster or more times. Perhaps a whole new backdrop or sprite.
- As a final challenge, try to write the code for the next level!

