

HALLOWEEN SCRATCH LESSON



STEP 4: ADD SCORE!

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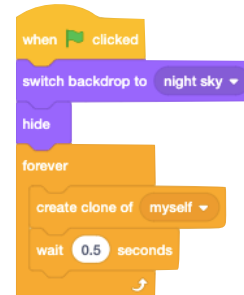
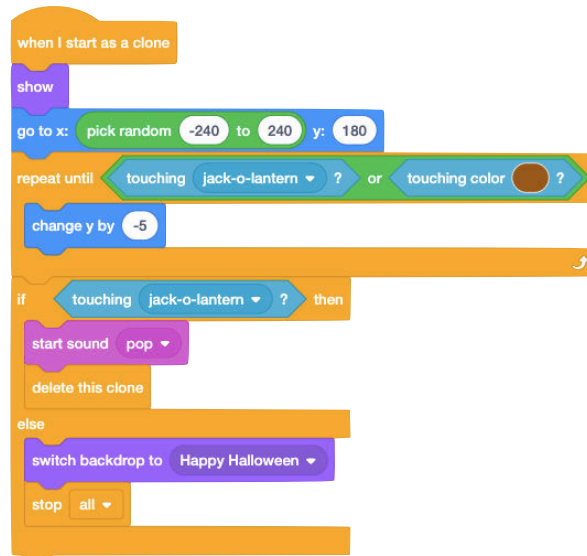
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Thank you!



It's time to add score to our game!

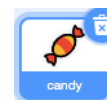


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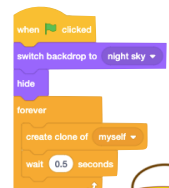
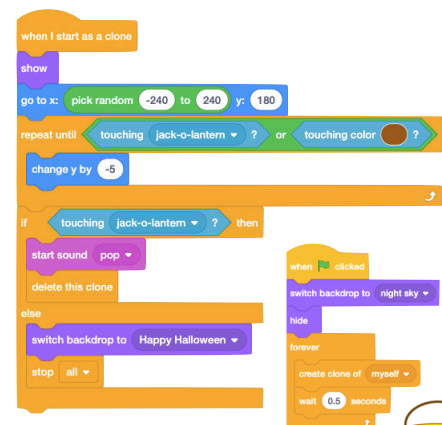


Let's start by creating a variable to store the score...

Click on the thumbnail for the 'candy' sprite,



and from the 'Variables' category, click on 'Make a Variable'...



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New Variable

New variable name:

score

☒ For all sprites ☐ For this sprite only

☐ Cloud variable (stored on server)

Cancel OK

```
when I start as a clone
show
go to x: pick random -240 to 240 y: 180
repeat until touching jack-o-lantern ? or touching color ?
change y by -5
if touching jack-o-lantern ? then
start sound pop
delete this clone
else
switch backdrop to Happy Halloween
stop all
when clicked
switch backdrop to night sky
hide
forever
create clone of myself
wait 0.5 seconds
```

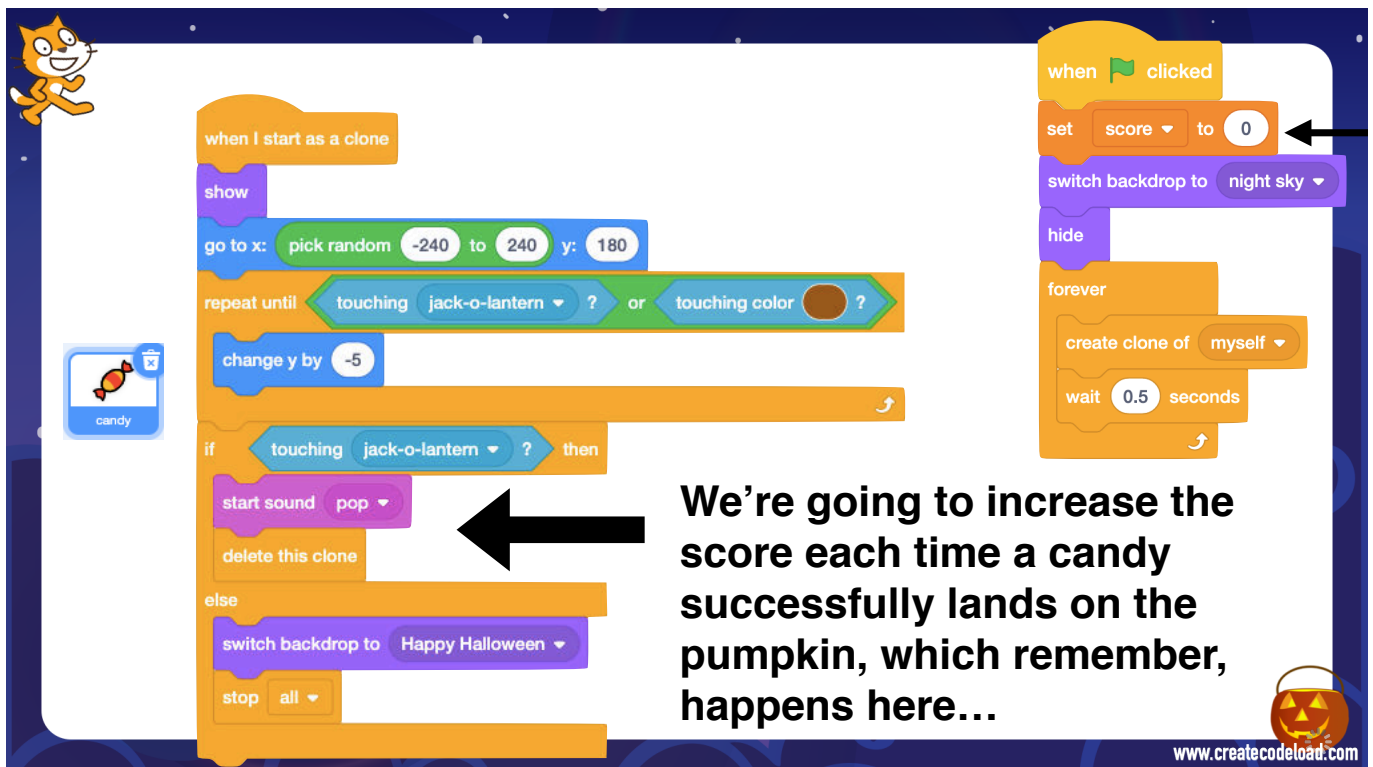
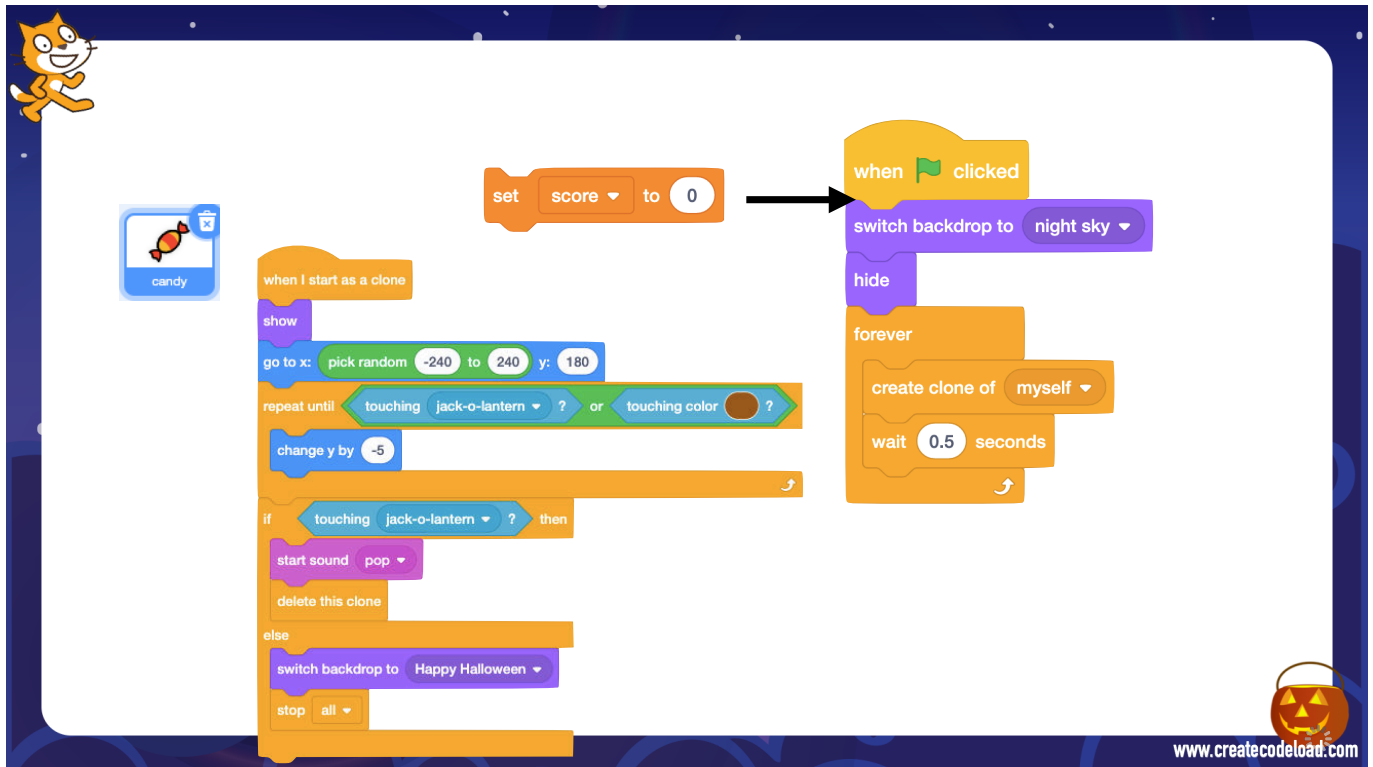


Let's get the **set score to 0** block from 'Variables', so we can set the score to 0 when the game is first started...



```
when I start as a clone
show
go to x: pick random -240 to 240 y: 180
repeat until touching jack-o-lantern ? or touching color ?
change y by -5
if touching jack-o-lantern ? then
start sound pop
delete this clone
else
switch backdrop to Happy Halloween
stop all
when clicked
switch backdrop to night sky
hide
forever
create clone of myself
wait 0.5 seconds
```





when I start as a clone

- show
- go to x: pick random -240 to 240 y: 180
- repeat until touching jack-o-lantern ? or touching color ?
- change y by -5
- if touching jack-o-lantern ? then
 - start sound pop
 - delete this clone
- else
 - switch backdrop to Happy Halloween
 - stop all

when green flag clicked

- set score to 0
- switch backdrop to night sky
- hide
- forever
 - create clone of myself
 - wait 0.5 seconds

change score by 1

So let's get a block from 'Variables', so we can increase the score by 1 at this point!

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when I start as a clone

- show
- go to x: pick random -240 to 240 y: 180
- repeat until touching jack-o-lantern ? or touching color ?
- change y by -5
- if touching jack-o-lantern ? then
 - start sound pop
 - delete this clone
 - change score by 1
- else
 - switch backdrop to Happy Halloween
 - stop all

when green flag clicked

- set score to 0
- switch backdrop to night sky
- hide
- forever
 - create clone of myself
 - wait 0.5 seconds

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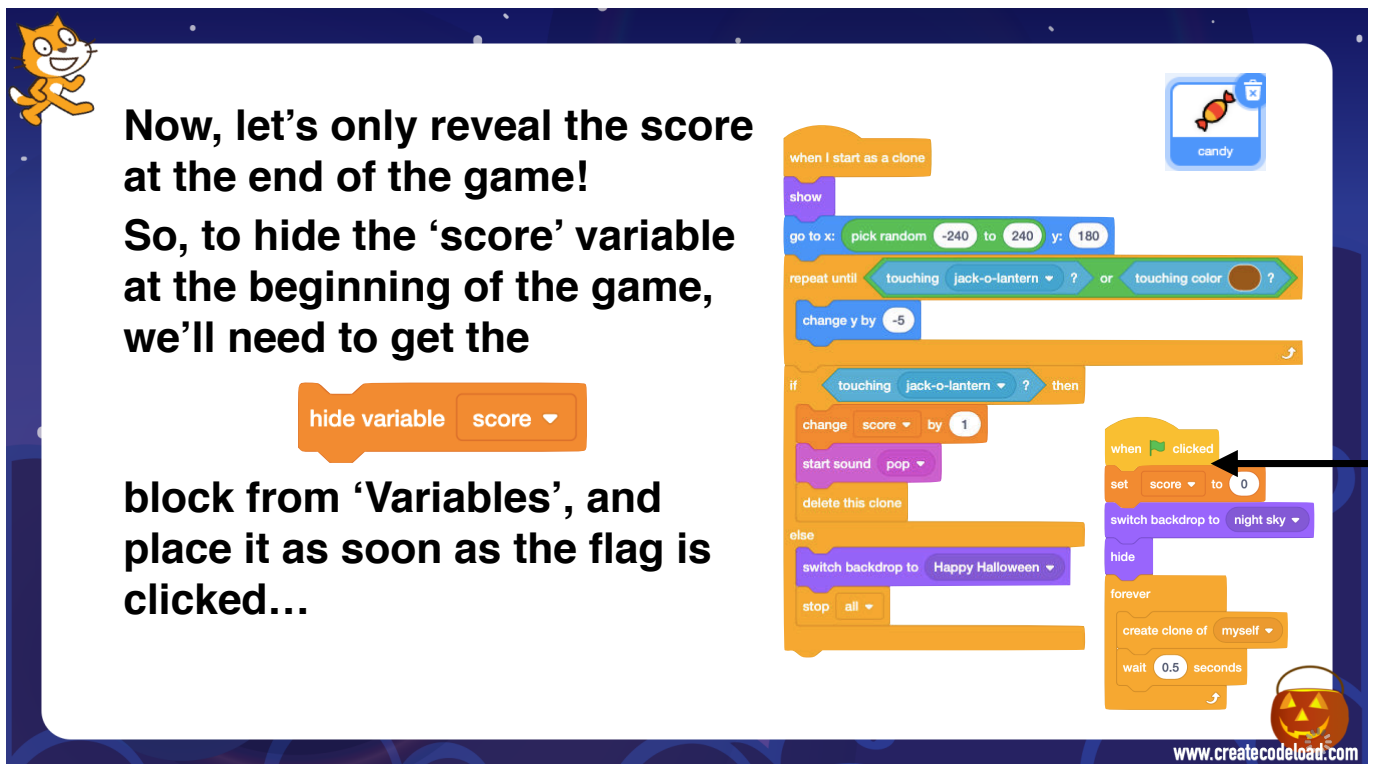
when I start as a clone

- show
- go to x: pick random -240 to 240 y: 180
- repeat until touching jack-o-lantern ? or touching color ?
- change y by -5
- if touching jack-o-lantern ? then
 - change score by 1
 - start sound pop
 - delete this clone
- else
 - switch backdrop to Happy Halloween
 - stop all

when green flag clicked

- set score to 0
- switch backdrop to night sky
- hide
- forever
 - create clone of myself
 - wait 0.5 seconds

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Now, let's only reveal the score at the end of the game!

So, to hide the 'score' variable at the beginning of the game, we'll need to get the

hide variable score

block from 'Variables', and place it as soon as the flag is clicked...

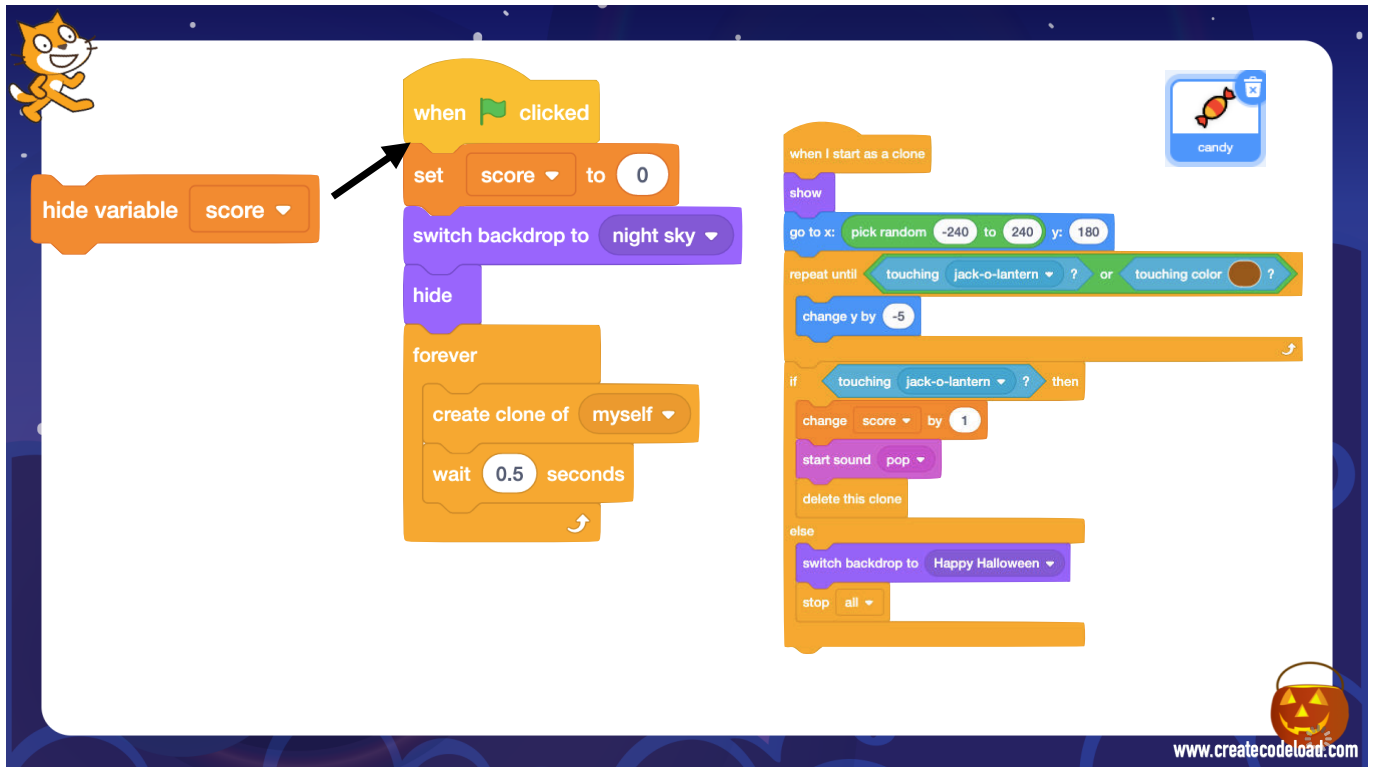
when I start as a clone

- show
- go to x: pick random -240 to 240 y: 180
- repeat until touching jack-o-lantern ? or touching color ?
- change y by -5
- if touching jack-o-lantern ? then
 - change score by 1
 - start sound pop
 - delete this clone
- else
 - switch backdrop to Happy Halloween
 - stop all

when green flag clicked

- set score to 0
- switch backdrop to night sky
- hide
- forever
 - create clone of myself
 - wait 0.5 seconds

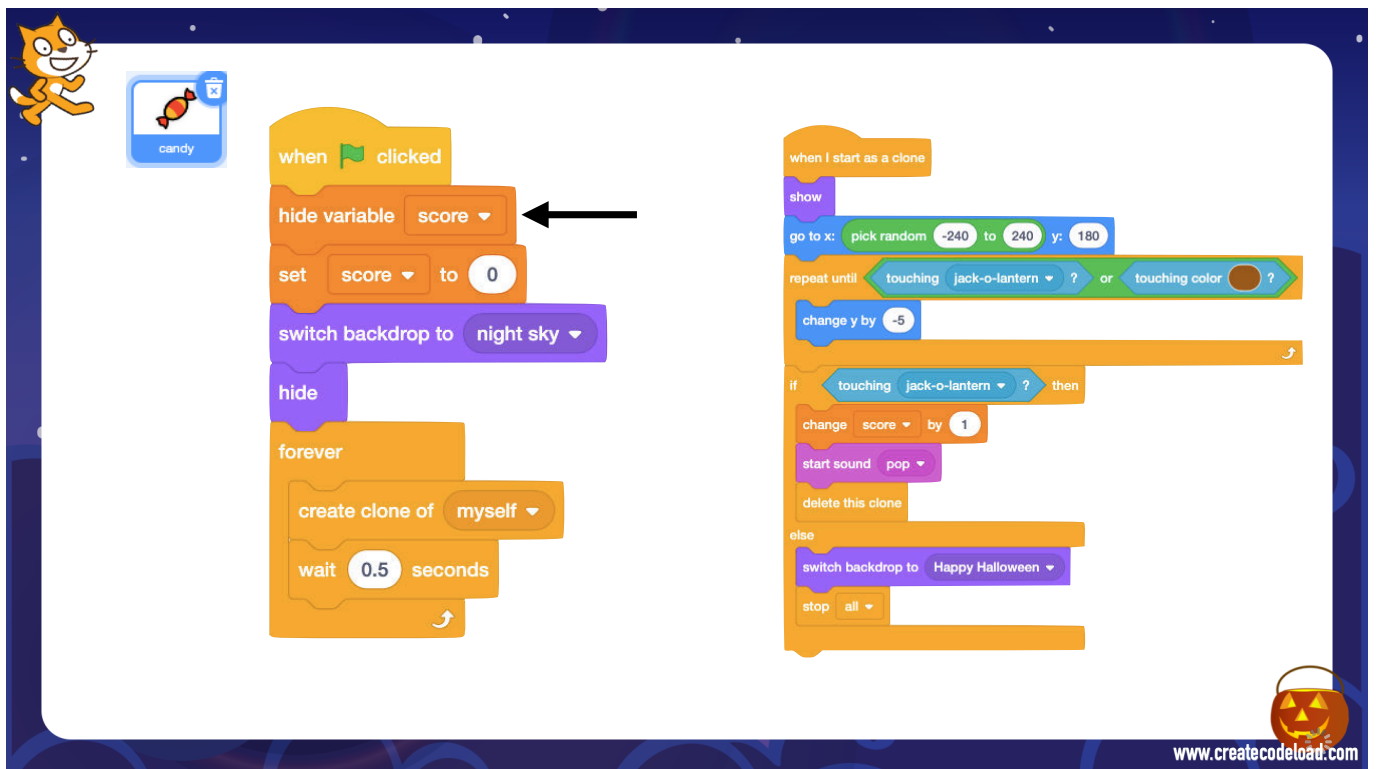
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Scratch code editor showing a script for a Halloween game. The main script starts with a "when clicked" event block. Attached to it is a "hide variable" block for the "score" variable. Below this, the "when clicked" block contains the following actions: "set score to 0", "switch backdrop to night sky", "hide", and a "forever" loop. The "forever" loop contains "create clone of myself" and "wait 0.5 seconds".

On the right, there is a "when I start as a clone" script. It contains the following actions: "show", "go to x: pick random -240 to 240 y: 180", a "repeat until" loop with conditions "touching jack-o-lantern" and "touching color brown", "change y by -5", an "if" statement with condition "touching jack-o-lantern" (then: "change score by 1", "start sound pop", "delete this clone"; else: "switch backdrop to Happy Halloween", "stop all").

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Scratch code editor showing the same script as the first image, but with the "hide variable" block moved to be a child of the "when clicked" event block. The "when clicked" block now contains: "hide variable score", "set score to 0", "switch backdrop to night sky", "hide", and a "forever" loop with "create clone of myself" and "wait 0.5 seconds".

The "when I start as a clone" script remains the same: "show", "go to x: pick random -240 to 240 y: 180", a "repeat until" loop with conditions "touching jack-o-lantern" and "touching color brown", "change y by -5", an "if" statement with condition "touching jack-o-lantern" (then: "change score by 1", "start sound pop", "delete this clone"; else: "switch backdrop to Happy Halloween", "stop all").

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And again, we want to show the score, as soon as a candy hits the ground, and we switch the backdrop to the 'Happy Halloween' backdrop...

when I start as a clone

show

go to x: pick random -240 to 240 y: 180

repeat until touching jack-o-lantern ? or touching color brown ?

change y by -5

if touching jack-o-lantern ? then

change score by 1

start sound pop

delete this clone

else

switch backdrop to Happy Halloween

stop all

when clicked

hide variable score

set score to 0

switch backdrop to night sky

hide


forever

create clone of myself

wait 0.5 seconds

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So, let's get a  block from 'Variables', and place it right after the 'switch backdrop to' block...

when I start as a clone

show

go to x: pick random -240 to 240 y: 180

repeat until touching jack-o-lantern ? or touching color brown ?

change y by -5

if touching jack-o-lantern ? then

change score by 1

start sound pop

delete this clone

else

switch backdrop to Happy Halloween

show variable score

stop all

when clicked

hide variable score

set score to 0

switch backdrop to night sky

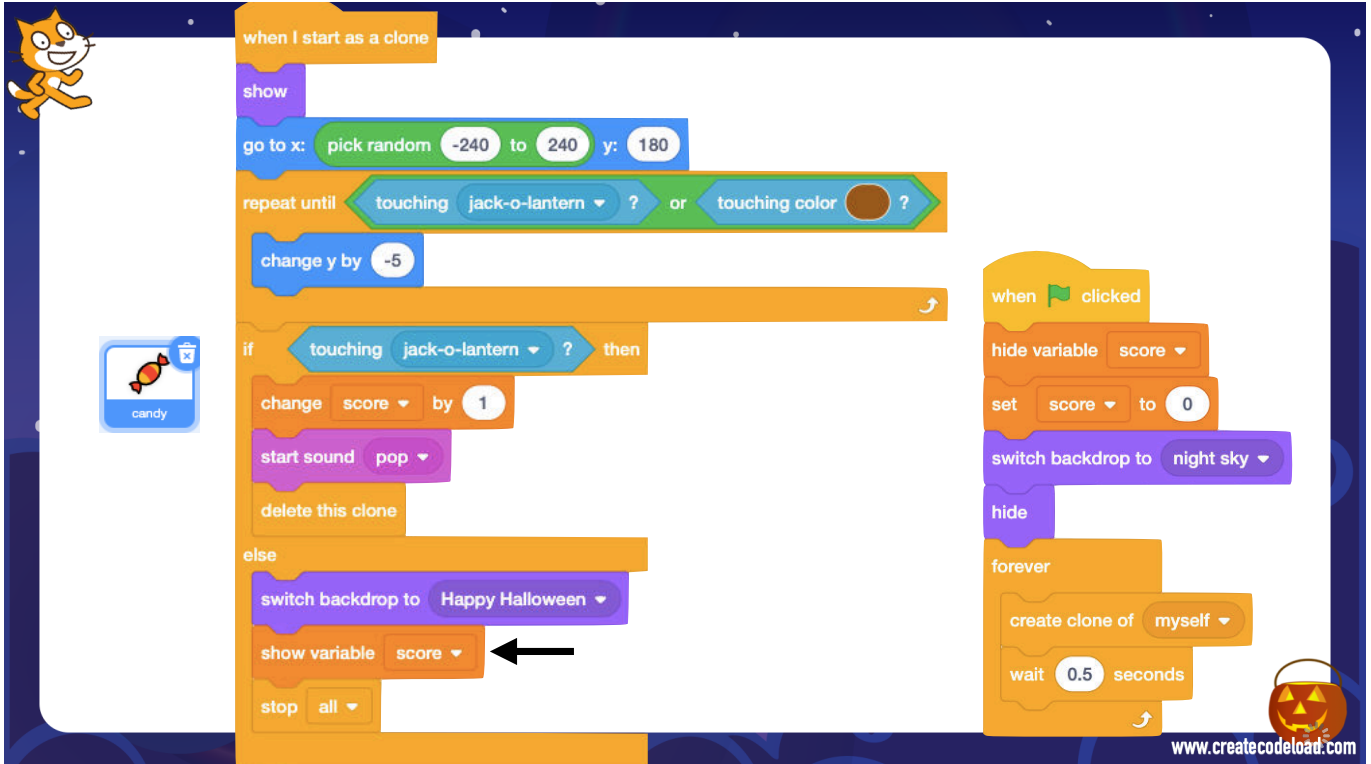
hide

forever

create clone of myself

wait 0.5 seconds

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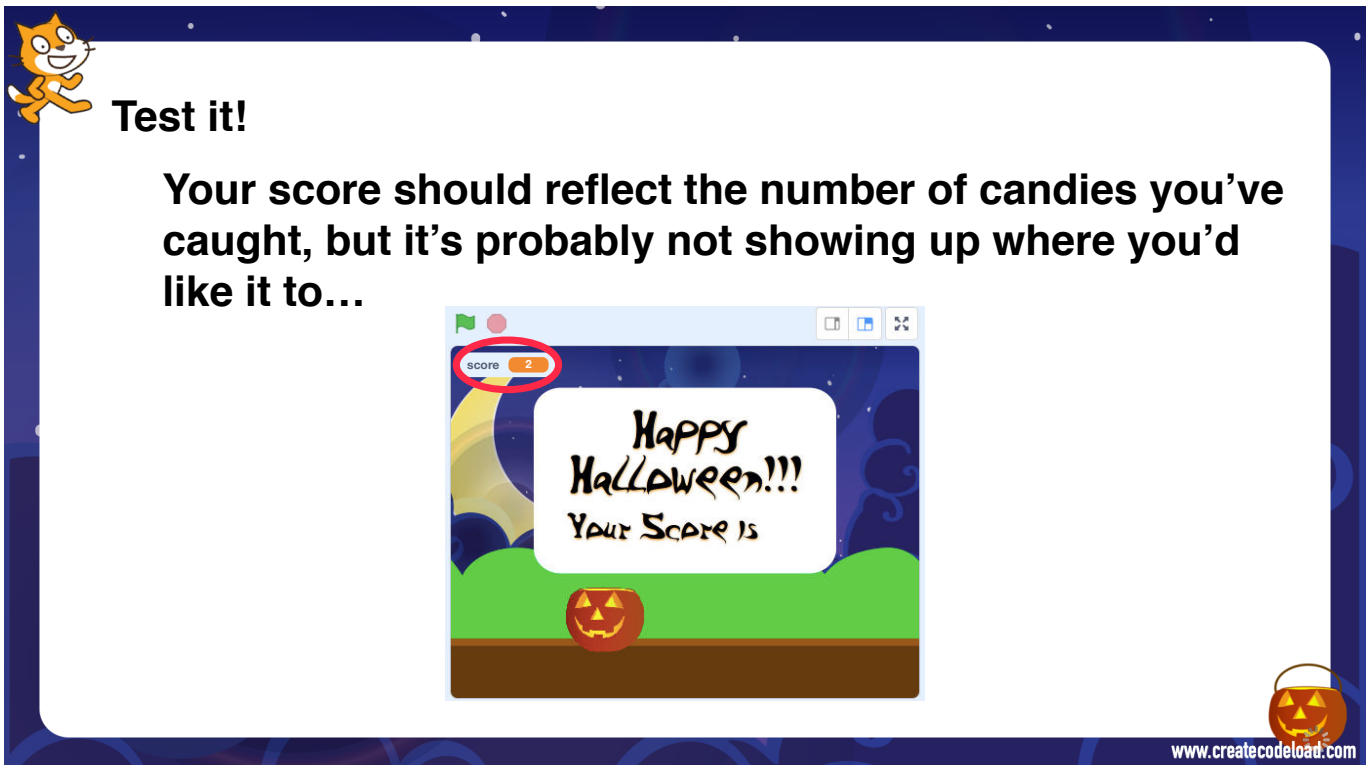


```

when I start as a clone
  show
  go to x: pick random -240 to 240 y: 180
  repeat until touching jack-o-lantern ? or touching color ?
  change y by -5
  if touching jack-o-lantern ? then
    change score by 1
    start sound pop
    delete this clone
  else
    switch backdrop to Happy Halloween
    show variable score
    stop all
  
```

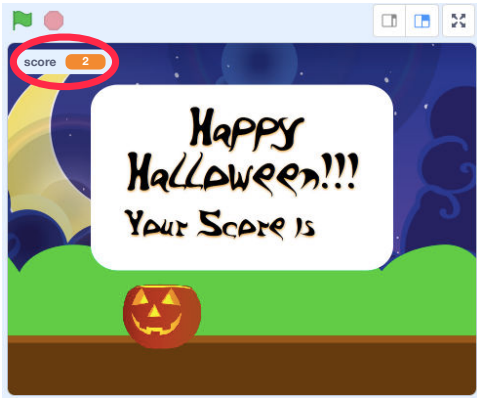
```

when clicked
  hide variable score
  set score to 0
  switch backdrop to night sky
  hide
  forever
    create clone of myself
    wait 0.5 seconds
  
```



Test it!

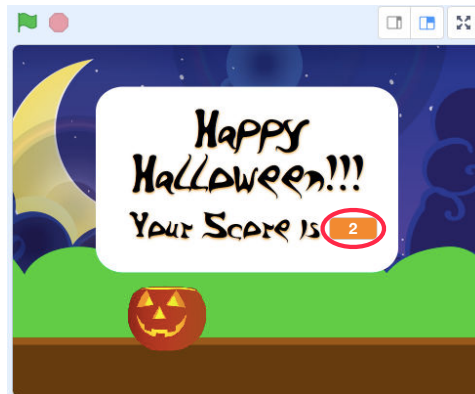
Your score should reflect the number of candies you've caught, but it's probably not showing up where you'd like it to...





Let's fix that! Drag the score over to the middle of the stage, and double-click on it.

You score should now look like this...



Test again!



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