

SCORE

HOW CAN YOU KEEP SCORE IN A SCRATCH PROJECT?

Fish Chomp is a game where players try to catch as many fish as they can by guiding a sprite with the mouse. In this activity, you will remix Fish Chomp by adding a score with variables.



START HERE

- ❑ Go to the Fish Chomp project page:
<http://scratch.mit.edu/projects/10859244>
- ❑ Click on the Make a Variable button in the Data category to create and name a variable for score.
- ❑ Experiment with your new variable blocks to incorporate score into your project!

The image shows the Scratch interface. On the left, the 'Data' category is selected, and the 'Make a Variable' button is highlighted. On the right, the 'New Variable' dialog is open, showing 'score' as the variable name. Below the dialog, several code blocks are shown: 'when green flag clicked' with 'set score to 0', 'when I receive got-me' with 'change score by 1', 'set score to 0', 'change score by 1', 'show variable score', and 'hide variable score'.

FEELING STUCK?

THAT'S OKAY! TRY THESE THINGS...

FINISHED?

- ❑ Not sure how to work with variables? Check out this project for more information: <http://scratch.mit.edu/projects/2042755>
- ❑ Or take a look at this video: <http://youtu.be/uXq379XkhVw>
- ❑ Explore and study code in games that use score to learn more about creating variables and incorporating score into a project.

- + Add your project to the Fish Chomp Remix studio: <http://scratch.mit.edu/studios/475615>
- + Challenge yourself to do more! How can you use score to add difficulty to your game design?
- + Find a game you are inspired by and remix it!