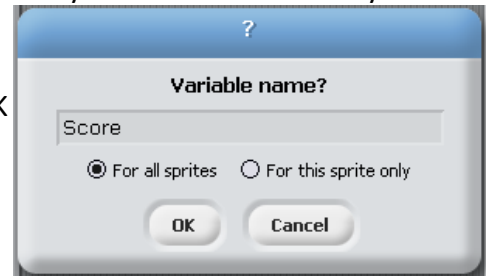


8) VARIABLES AND KEEPING SCORE

KEEPING SCORE

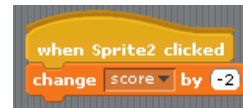
Start a new scratch project by importing two new sprites. Create a simple game that when one sprite is clicked your score (variable) increases by 1, but when the other sprite is click your score decreases by 2.

- First select 'new variable', name the variable 'score' and click OK



- Add  to your script area

- Now create something like this:



EXTRA CHALLENGES:

1) Create a ball game. Each ball is a different size and is in motion. When each ball is clicked it will increase your score by a different number. Create scripts so that each ball is moving at a different pace. Since the baseball is the smallest, you should get more points when the baseball is clicked.

Here's a hint:

Move this blue direction line to make the balls bounce off all four sides of the stage!

