

Variables, counting and calculating

If a real game is to be designed the player needs to know his high-score. For this a counter is needed that keeps track of every point. Since the score is changing during the game – it is variable – the concept of **variables** is used for saving and keeping track of the score.

For creating a variable you need to know who needs to get access to the variable. If only one sprite shall use the variable a **local variable** is used. Then only this sprite can read and change the variable's value. Are more than one sprite supposed to use the variable **global variables** need to be used.



Initialization

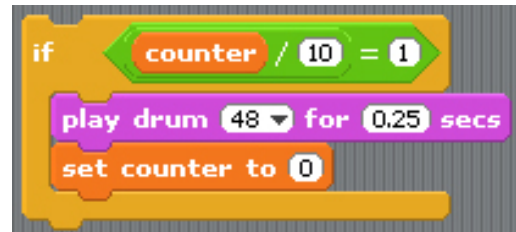
If a variable shall start counting from the beginning with every start of the program it needs to be initialized (set to original value).

Assignment:

Include a counter to your dance group that counts, how assiduous the dancers have been working and which increases the value for each move by 1.

Calculating:

Variables are great for calculating. Scratch supports basic operations for calculating and a few more. If you want for instance hear a sound after every 10th dance movement the following script can be used.



Assignment:

Include various counters to the projects that you implemented until now. Extend them so that the program plays a sound once a certain score is reached.