

# Breakout

## Part 2

Play the game we are building:  
[click](#)

# Today's Game

**Challenge:** Polish your Breakout game.

**Goal:** Build a FULLY playable game for your friends and family.

## Features:

- Build 5 playable levels
- Add blocks that move side-to-side
- Add a laser to the ball
- Spawn pac-man to eat the blocks
- Add a score (*new*)

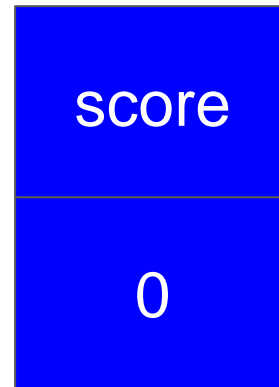
# Variables (**NEW**)

What are variables?

- They hold values for future use
- Will **ALWAYS** remember their value
- You can change the values at any time

Example:

- number score = 0
- add 1 to score
- add 1 to score



What is the value of score?

# Keep Score

- Each time a block is broken with the ball, add 1 to the score.
  - Each time a block is shot with the red laser, add 5 to the score.
  - Each time a block is shot with the blue laser, add 10 to the score.
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- Thoughts on how we do this?

# Keep Score

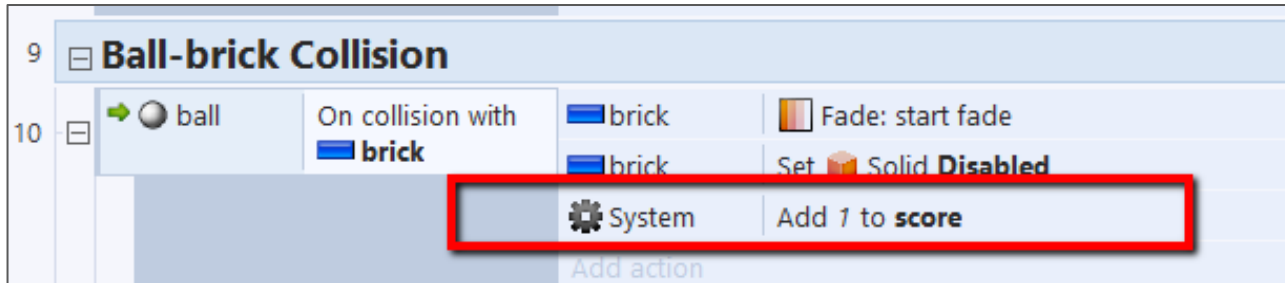
- Create a new **Text** object, call it **scoreText**
  - Needs to be added to ALL levels
- Create a **global variable**, call it **score** and leave it a **number**
  - (Right click on event sheet, **Add** -> **Add global variable**)
- Add a System Event called **Every tick**
  - Set the score's text value to our variable **score**

The screenshot displays a game engine interface with a light blue background. At the top, there is a green header bar containing a globe icon and the text "Global number **score** = 0". Below this, a table-like structure shows a system event. The first row has a blue background and contains a gear icon, the text "System", "Every tick", a dashed box containing a "T" icon, "scoreText", and "Set text to score". Below this row, there is a light blue bar with the text "Add action".

Global number <b>score</b> = 0						
1		System	Every tick		scoreText	Set text to score
Add action						

# Keep Score

- Add points when the ball collides with the bricks



# Keep Score

- And finally, when our lasers collide with bricks

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→ redLazer	On collision with brick	brick	Spawn explosion on layer 2 (image point 0)
		explosion	Set angle to <i>random(360)</i> degrees
		brick	Destroy
		redLazer	Destroy
		System	Add 5 to score

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→ blueLazer	On collision with brick	brick	Spawn explosion on layer 2 (image point 0)
		explosion	Set animation to "blue" (play from beginning)
		explosion	Set angle to <i>random(360)</i> degrees
		brick	Destroy
		System	Add 10 to score