How to Save Max Scores in TinyDB



```
to add a high score score player
                                                The first element of a score-
do initialize local insertion_point to
                                                player pair is the score.
    in while test get score
                        3 select list item list / select list item list / get global high_scores
                                                        index get insertion_point
                                      index 1
       do set insertion_point to get insertion_point
       insert list item list / get global high_scores
                 index / get insertion_point ·
                         make a list | get score | get player
    call TinyDB1 StoreValue tag  get global HighScoresTag valueToStore  get global high_scores
 when btnAdd Click
                                                             player ( txtPlayer )
      call add_a_high_score v score ( txtScore v )
                                                    Text -
                                                                                    Text •
      set [blMaxScores ] . Text ] to [get global high_scores ]
      set txtScore . Text to 0
```