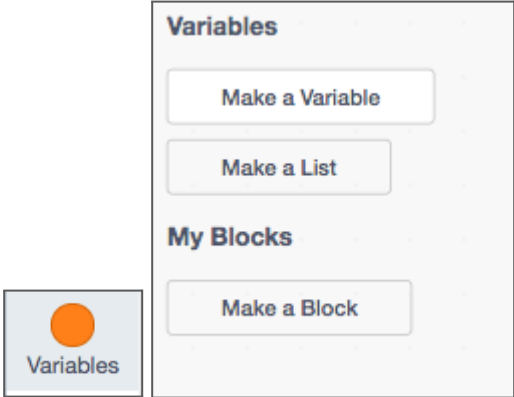
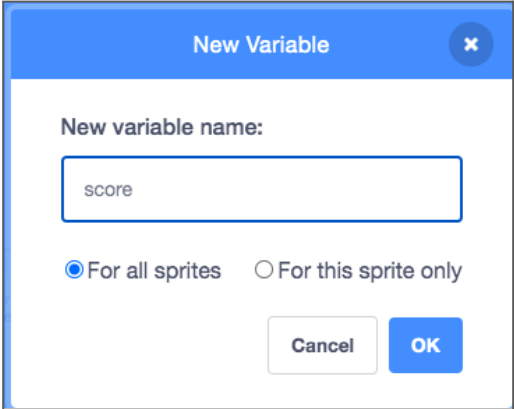
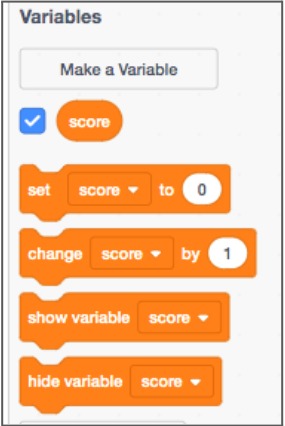
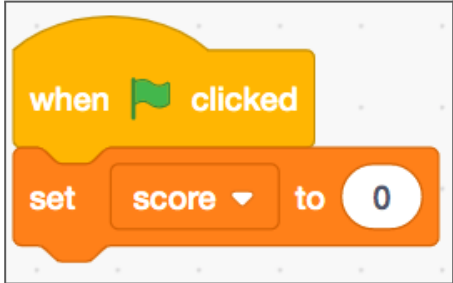
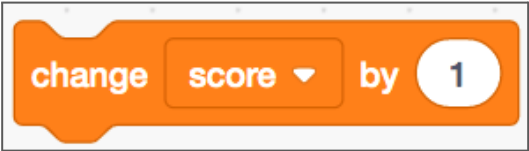
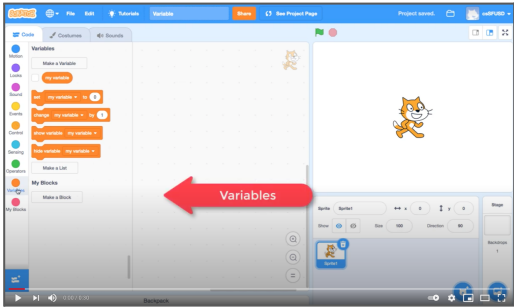


Unit 5.3: **Variable Score** (student reference sheet) Make your games more competitive!

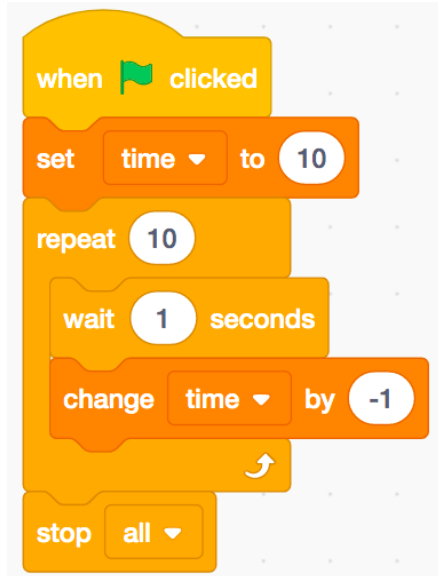
Pseudocode:

1. *Make a variable and name it .*
2. *Reset variable to zero at the start of the game*
3. **Increment** (add) or **decrement** (subtract) value of variable when needed.

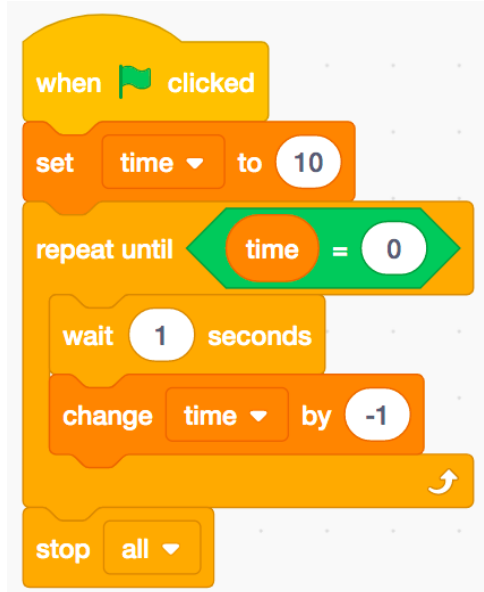
1. Make a Variable	2. Name it	3. Use it
		
4. Reset at start (initialize) 	5. Change score in Game 	 Variable video 30 seconds

Clear end: Countdown.

Countdown with Repeat



Count down with Repeat until



If you want to add an end sprite: “Game Over” or “You Win!” or “You the GOAT!” sprite, broadcast when conditions to end game are met.

