

# FIND THE GOLD: CHALLENGE



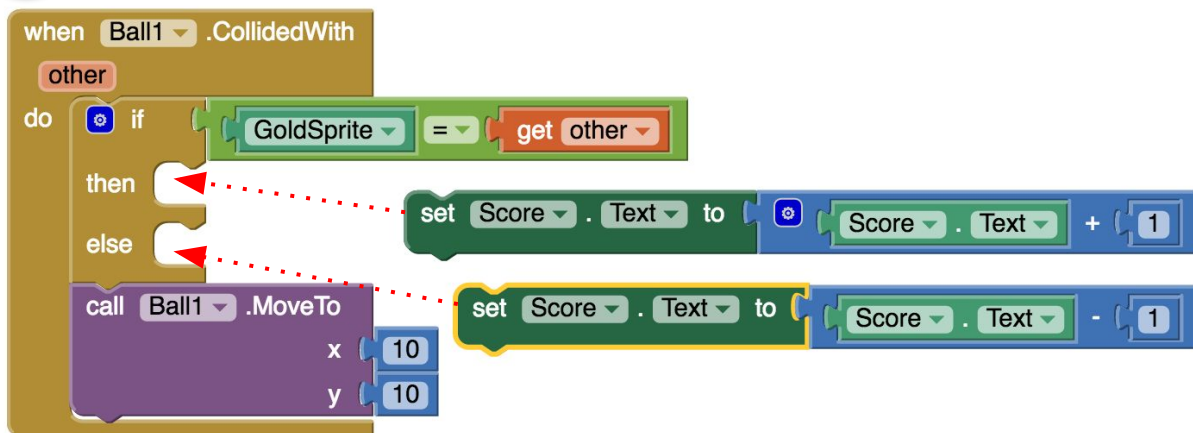
Try adding a new feature to the maze game! Scoring, user lives, a timer, more levels!

## SCORING

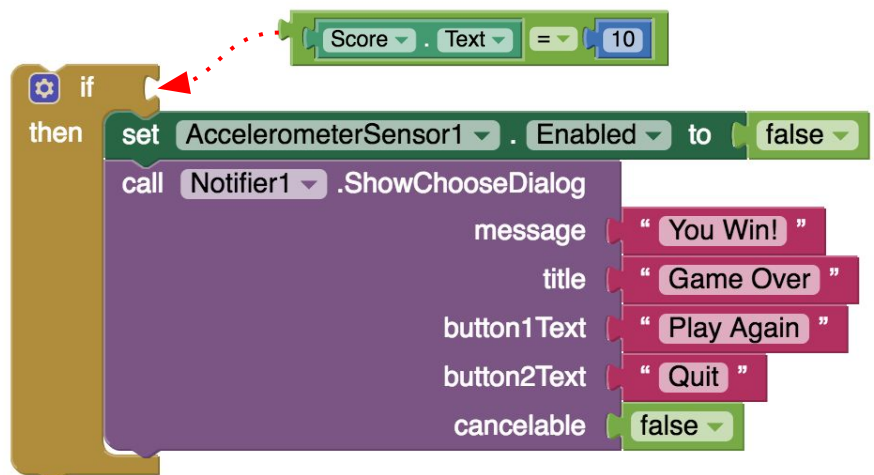
- 1 In the Designer, add a label to keep score.

label

- 2 You can add or subtract from the score when the user hits a wall or finds the Gold!



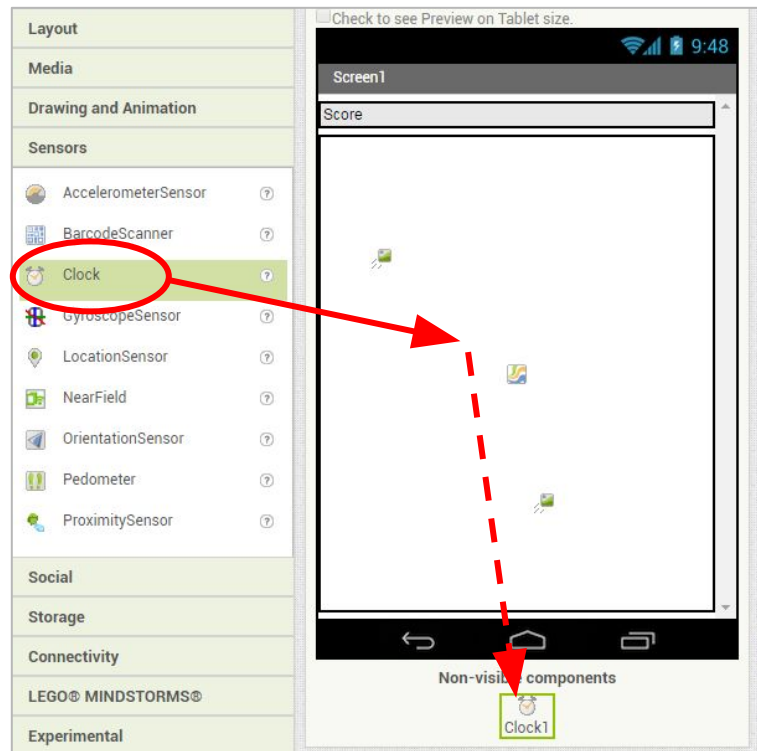
- 3 Move the **Notifier.ShowChooseDialog** block to another **if-then** block to test when the game is over.



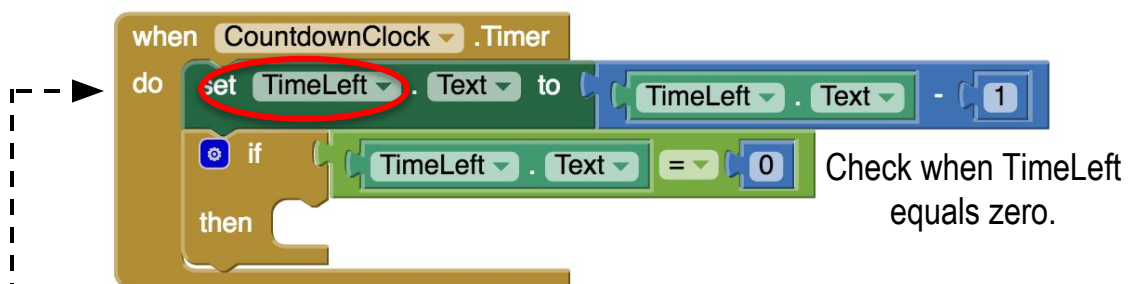
## TIMER

If you want to set a timer so the user only has a certain amount of time to complete the maze, you can add a Clock component and a Label to keep track of time.

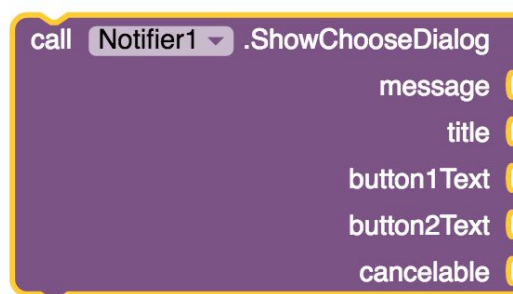
- 1 Drag a Clock component from the Sensors drawer.



The **Clock.Timer** event fires every second (or you can set a different interval). Subtract one from the time left each second. When the time left is zero, end the game!



TimeLeft is a Label that keeps track of time remaining.



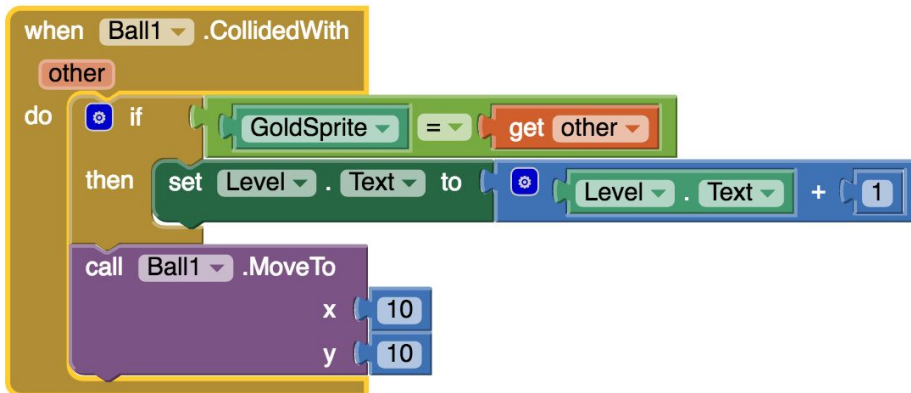
Use Notifier with your own message to tell the user time has run out!

## LEVELS

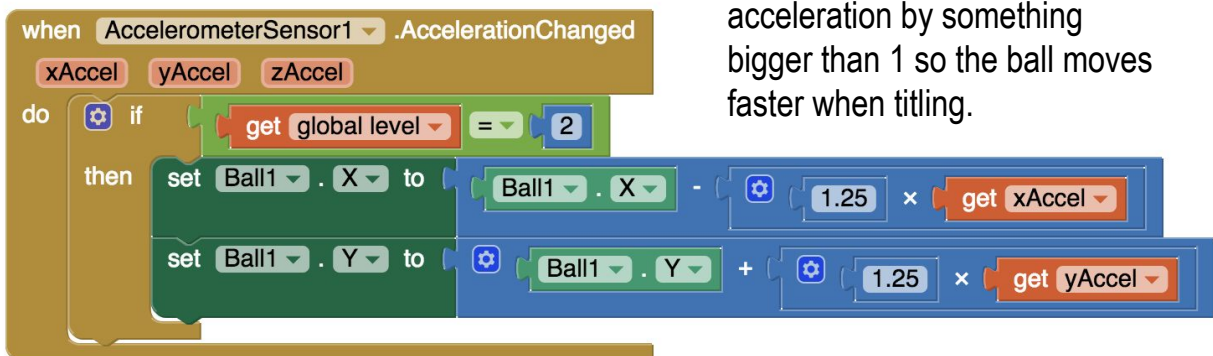
For a challenge, increase difficulty as the game is played longer.  
You can add a label that keeps track of the level.

Level: 1

- 1 When the user reaches the gold, increase the level by 1.

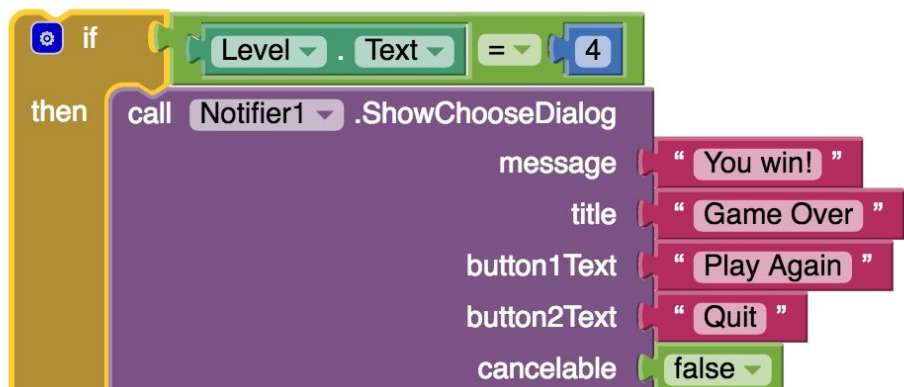


- 2 Now, you can use an **if-then** block to do something different depending on which level the user is on.



For example, multiply acceleration by something bigger than 1 so the ball moves faster when titling.

- 3 And set a level to mark the end of the game. Here, if the user gets to level 4, they win!



## MULTIPLE LIVES

You can give the player a certain amount of lives to try to get through the maze.  
You can add a label that keeps track of the lives.

Lives: 5

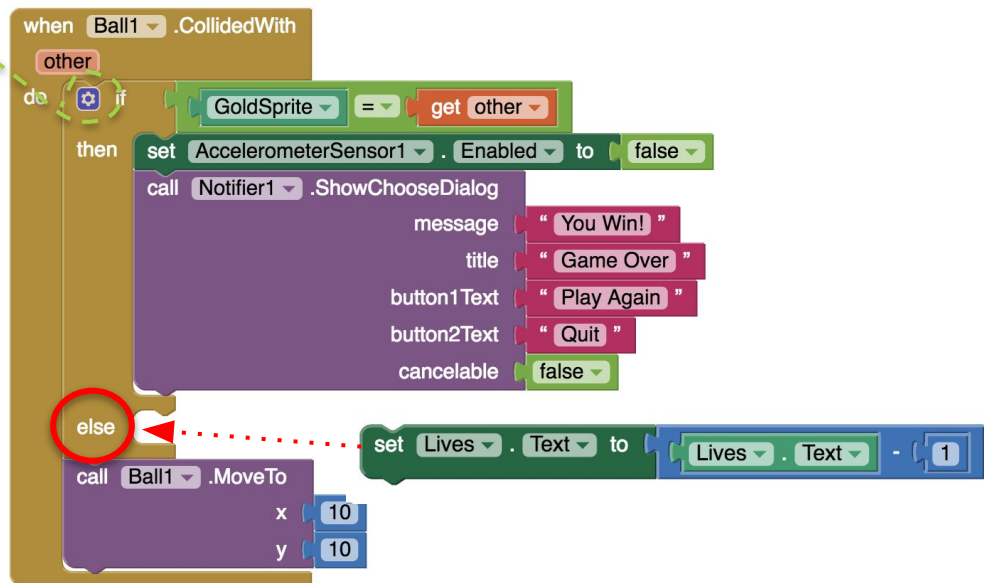
1

When the user collides with a wall, subtract 1 from lives.

Click on the blue gear icon to add **else** to the **if** block!

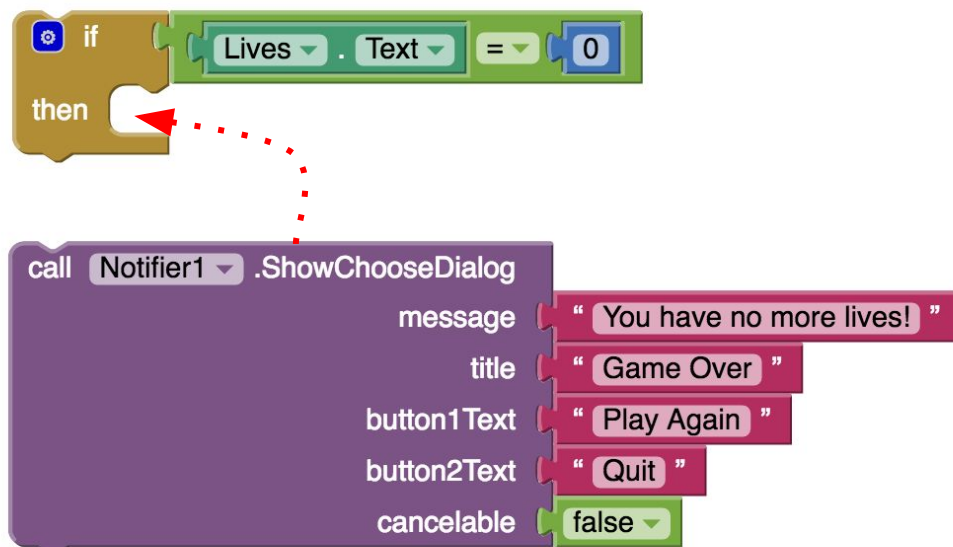
2

Add an **else** to the **if-then** block.



3

Then add another **if-then** block to test when lives equals 0. That will also end the game, so use the **Notifier.ShowChooseDialog** block to tell the user.



## SOUNDS

You can play sounds when the user collides with walls or gold!

