extends CanvasLayer

signal start\_game

signal turn\_left

signal turn\_right

var negate\_button = 0

func show\_message(text):

# Wrong typing error

$Message.text = text

$Message.show()

$Message\_timer.start()

func game\_over():

#Being called from game\_over of main

negate\_button = 1

show\_message("Game over")

yield($Message\_timer,"timeout")

# yeild create the name for the object timer

#$StartButton.show()

$Message.text = "The end"

$Message.show()

func update\_score(score):

$Score.text = str(score)

# Turn number score into string

func \_on\_Messege\_Timer\_timeout():

$Message.hide()

func \_on\_Start\_Button\_pressed():

$Start\_button.hide()

emit\_signal("start\_game")

func \_on\_Turn\_left\_pressed():

if (negate\_button == 0):

emit\_signal("turn\_left")

func \_on\_Turn\_right\_pressed():

if (negate\_button == 0):

emit\_signal("turn\_right")