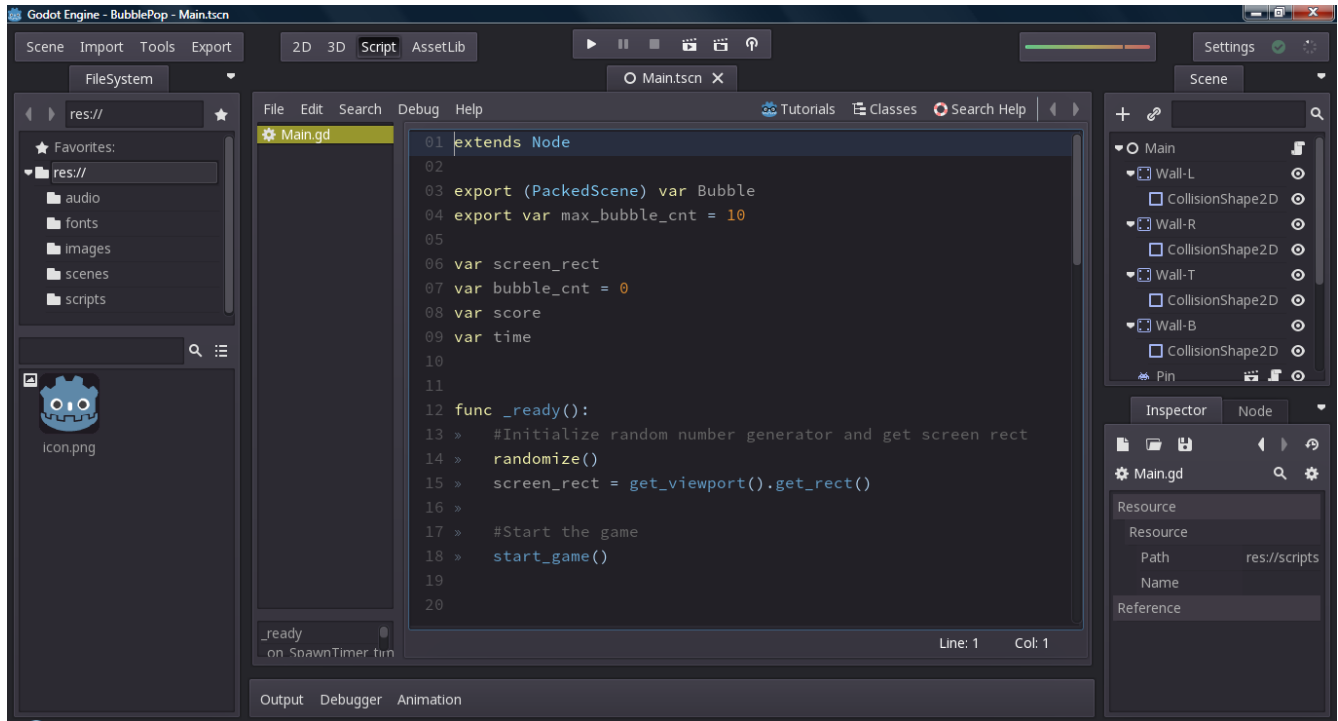


# Godot 2D Game

## Lesson 15: High Score System

In this lesson, we will put the finishing touches on our game by designing a simple high score system. Let's start by opening our "Main" scene:



Now we are going to add a new variable called "high\_score":

```
export (PackedScene) var Bubble
export var max_bubble_cnt = 10

var screen_rect
var bubble_cnt = 0
var score
var high_score = 0
var time
```

Next we need to modify our "stop\_game" function:

```

func stop_game():
    #Stop all timers and dispose of all bubbles
    get_node("SpawnTimer").stop()
    get_node("GameTimer").stop()
    get_tree().call_group(get_tree().GROUP_CALL_DEFAULT,
        "bubble", "queue_free")

    #Update high score and show high score dialog
    var new_high_score = false

    if score >= high_score:
        high_score = score
        new_high_score = true

    get_node("UI/GameOverScreen").show_high_score(high_score,
        new_high_score)

```

We will create a new local variable called "new\_high\_score" to keep track of if the player achieved a new high score. Then we will check if the new score is higher than the previous high score. If it is, we will store the new high score and set "new\_high\_score" to true. Then we will call the "show\_high\_score" function.

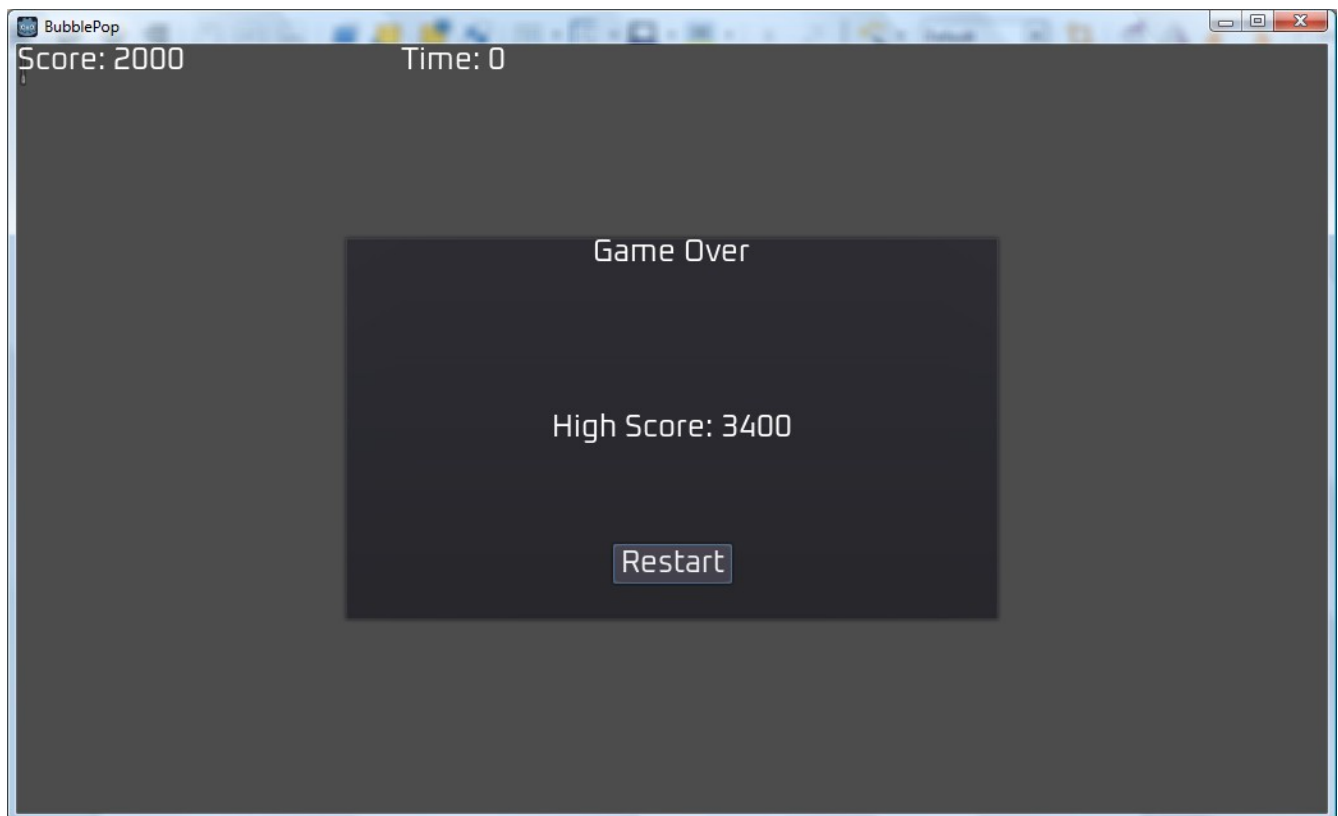
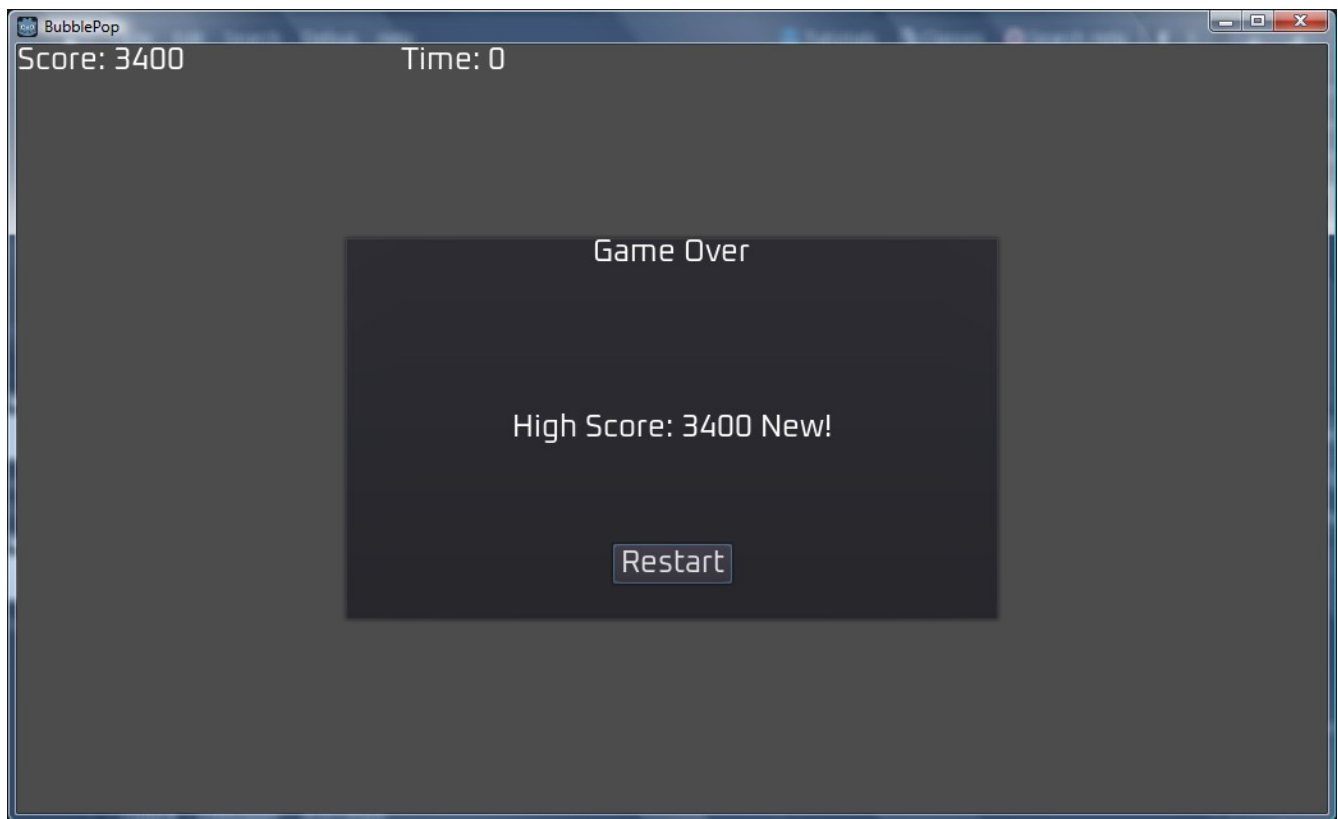
We also need to open our "GameOverScreen" scene and update our "show\_high\_score" function like so:

```

func show_high_score(score, is_new):
    #Update high score label and display high score dialog
    get_node("PopupPanel/HighScoreLabel").set_text(
        "High Score: " + str(score) +
        (" New!" if is_new else ""))
    )
    get_node("PopupPanel").popup()

```

If we run our game now, the high score should update like so:



I would like to point out that the expression in the inner set of parenthesis is like a miniature if statement that allows us to return one of two values based on

the given condition. It is what causes the "New!" part to appear if the high score is new.

Congratulations! You have completed your first 2D game in Godot! Now you know everything you need to create your own 2D game from scratch or maybe add new features to this game we made together. Check back soon for more tutorials.