

Functions:

```
function name()  
...  
end
```

We can choose the name of the function ourselves.

name()

Calling a function

Events:

```
function touch()  
  
end  
game.Workspace.Panel1.Touched:Connect(touch)|
```

end

```
game.Workspace.Panel1.Touched:Connect(touch)|
```

Touched - Touch Event

:Connect(touch) - attach a function that will trigger on the event

Changing properties upon touch:

```
function touch()  
    game.Workspace.Panel2.Material = Enum.Material.Wood  
    game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny")  
end  
game.Workspace.Panel2.Touched:Connect(touch)
```

Reducing the number of lives upon touch:

```
function onTouch(hit)  
    hit.Parent:FindFirstChild("Humanoid").Health = 0  
end  
  
game.Workspace.Baseplate.Touched:Connect(onTouch)
```

To lose a life from another block, you need to specify that block instead of Baseplate.

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