Functions: Functions: We can choose the name We can choose the name function name() function name() of the function ourselves. of the function ourselves. end end Calling a function Calling a function **Events: Events:** function touch() function touch() end game.Workspace.Panel1.Touched:Connect(touch) game.Workspace.Panel1.Touched:Connect(touch) Touched - Touch Event Touched - Touch Event :Connect(touch) - attach a function that will trigger on the event :Connect(touch) - attach a function that will trigger on the event Changing properties upon touch: Changing properties upon touch: game.Workspace.Panel2.Material = Enum.Material.Wood game.Workspace.Panel2.Material = Enum.Material.Wood game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") end game.Workspace.Panel2.Touched:Connect(touch) game.Workspace.Panel2.Touched:Connect(touch) Reducing the number of lives upon touch: Reducing the number of lives upon touch: function onTouch(hit) function onTouch(hit) hit.Parent:FindFirstChild("Humanoid").Health = 0 hit.Parent:FindFirstChild("Humanoid").Health = 0 game.Workspace.Baseplate.Touched:Connect(onTouch) game.Workspace.Baseplate.Touched:Connect(onTouch) To lose a life from another block, you need to To lose a life from another block, you need to specify that block instead of Baseplate. specify that block instead of Baseplate. **Functions: Functions:** We can choose the name We can choose the name function name() function name() of the function ourselves. of the function ourselves. end end Calling a function name(Calling a function Events: **Events:** function touch() function touch() game.Workspace.Panel1.Touched:Connect(touch) game.Workspace.Panel1.Touched:Connect(touch) Touched - Touch Event Touched - Touch Event :Connect(touch) - attach a function that will trigger on the event :Connect(touch) - attach a function that will trigger on the event Changing properties upon touch: Changing properties upon touch: function touch() function touch() game.Workspace.Panel2.Material = Enum.Material.Wood game.Workspace.Panel2.Material = Enum.Material.Wood game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") end game.Workspace.Panel2.Touched:Connect(touch) game.Workspace.Panel2.Touched:Connect(touch) Reducing the number of lives upon touch: Reducing the number of lives upon touch: function onTouch(hit) function onTouch(hit) hit.Parent:FindFirstChild("Humanoid").Health = 0 hit.Parent:FindFirstChild("Humanoid").Health = 0

end

end

game.Workspace.Baseplate.Touched:Connect(onTouch)

To lose a life from another block, you need to

specify that block instead of Baseplate.

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

game.Workspace.Baseplate.Touched:Connect(onTouch)