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| Add a script | |
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| Access to objects and properties | |
| game.Workspace.Platform1.BrickColor  game – a top-level object representing a game.  Workspace.Platform1 – Path to the object from the top  BrickColor – Property, as in the **Properties** panel |  |

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| Functions | |
| function name()      ...  end  name() | **function** – code block which we can define once and call multiple times.  The name of the function ‘**name**’ can be changed.  Calls the code defined in the function definition. |

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| Events | |
| function touch()      ...  end  game.Workspace.Platform2.Touched:Connect(touch) | **Touched** – event when object touched.  **:Connect(touch)** - attaching a function that will be triggered by the event |

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| Zmiana właściwości | |
| game.Workspace.Platform2.BrickColor = BrickColor.new("Baby blue")  game.Workspace.Platform2.Material = Enum.Material.Ice |  |
| BrickColor, Material - Properties of the object as on the **Properties** tab. | |