COMMENTS AND SCORE

What is our GOAL for this MODULE?

We used the comments to make our code understandable and added the feature of displaying the score.

What did we ACHIEVE in the class TODAY?

- Added comments to the code so that code is understandable to other users.
- Displayed score on the screen.
- Destroyed the boxes when hit by the ball.

Which CONCEPTS/ CODING BLOCKS did we cover today?

- comments
- sprite.destroy()
- text()

How did we DO the activities?

1. Revise the code by adding comments for each block of code.

```
//Moving the ball on pressing enter key
if(keyDown("enter")){
  ball.velocityX = 3;
  ball.velocityY = 4;
}

//Making the ball bounceOff the paddle and three side
createEdgeSprites();
ball.bounceOff(rightEdge);
ball.bounceOff(leftEdge);
ball.bounceOff(topEdge);
ball.bounceOff(paddle);

//Moving the paddle with mouse along the x-axis
paddle.x=World.mouseX;

drawSprites();
}
```

2. Use conditional programming to remove the boxes when it gets hit by the ball. (Do this for each box created in the game.)

```
52    createEdgeSprites();
53    ball.bounceOff(rightEdge);
54    ball.bounceOff(leftEdge);
55    ball.bounceOff(topEdge);
56    ball.bounceOff(paddle);
57
58    //Moving the paddle with mouse along
59    paddle.x=World.mouseX;
60
61    if(ball.isTouching(box1))
62    {
63      box1.destroy();
64    }
65
66    drawSprites();
67  }
```

3. Display the score.
   - Add a **score** variable to count the score.

```
1  //creating plddle and the ball
2  var paddle = createSprite(200, 375, 50, 15);
3  var ball = createSprite(150, 250, 20, 20);
4
5  var score=0;
6
```
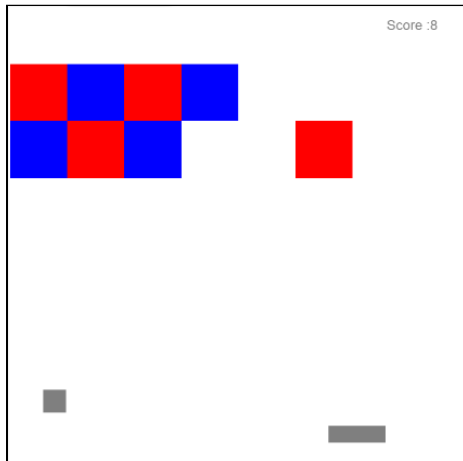
   - Use the text function to display the value of **score**.

```
42
43
44▾ function draw() {
45    background("white");
46
47    //display score
48    text("Score :"+score,330,20)
49
50
```

   - Add 1 to the **score** variable whenever a box is touched.

```
67     //destroy the boxes when ball touches
68     if(ball.isTouching(box1))
69▾    {
70       score=score+1;
71       box1.destroy();
72     }
73
74     if(ball.isTouching(box2))
75▾    {
76       score=score+1;
77       box2.destroy();
78     }
79
80     if(ball.isTouching(box3))
81▾    {
82       score=score+1;
83       box3.destroy();
84     }
85
86     if(ball.isTouching(box4))
87▾    {
88       score=score+1;
89       box4.destroy();
```
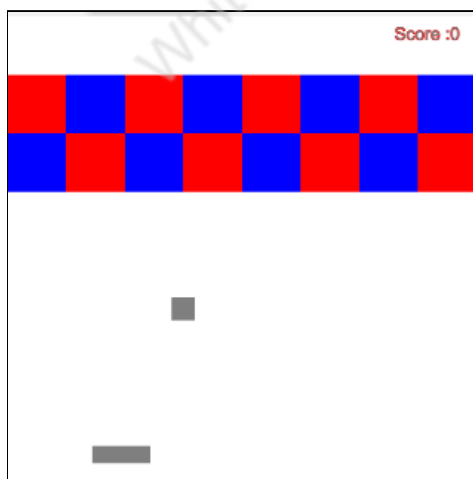
Output:

4. Use textSize() and stroke functions for setting the size of text and the color respectively.

```
44 ▾ function draw() {
45     background("white");
46
47     //display score
48     textSize(15);
49     stroke("red");
50     text("Score :"+score,330,20);
51
52
```

Output:

What's next?

We are going to add game states to our game so that it behaves differently in different states.

Further reading:

1. You can visit [here](#) for further reading on textSize().