#	Steps	Hints
1	Create a new backdrop that shows the words '**Game Over**' at the bottom of the screen. It should look something like this: 	• Click on the Stage, and go to the <u>Backdrops</u> tab. • Copy your existing background, and then edit the new copy to add the words 'Game Over' somewhere on the screen.
2	Make a script <u>on the stage</u> that listens for a broadcast message called **Game Over**. Then, make the background change to the 'Game Over' background you created in step 1.	• Did you know that the stage can have a script too? It can! To get there, click on the stage and then go to the <u>Scripts</u> tab. • Look under the <u>Events</u> tab for a starter block that listens for a broadcast message. It looks like this: • Click on the drop down arrow, and click new message. For the message name enter **Game Over**. • Drop the **When I receive Game Over** block onto the Scripts area for your stage.

- How do you change to the 'Game Over' background?

3 Find the script that detects when Pac-Man and the monster are touching and stops the game.

- Is the script on the Pac-Man or Monster sprite? The script we are looking for looks like this:

4 When Pac-Man and the monster touch, broadcast the **Game Over** message right before the [stop all ▼] block.

- The broadcast blocks are found under the Control tab.

- Which broadcast method should you use?

5 Test your program: Force the game to end by letting the monster catch Pac-Man.

- When the monster catches Pac-Man, do you see the 'Game Over' background?
  - o If you are not seeing the 'Game Over' screen, what do you think is wrong? Hint: Go back to step 5 and try the other broadcast message.

6 Test your program: After forcing the game to end, click the green arrow again to start a new game.

- When you restart your game, do you still see the 'Game Over' screen?
  - o What do you need to do to reset the background when the game starts again?