




#	Steps	Hints
1	Create a <u>variable</u> called lives to keep track of the number of lives left for Pac-Man.	<ul style="list-style-type: none"> Look under the dark orange <u>Data</u> tab When you create the lives variable it should be <u>for all Sprites</u>
2	When the game begins set the <u>variable</u> lives to 3.	<ul style="list-style-type: none"> What control block is used to determine when the game begins? Use this block under the <u>Data</u> tab:
		
3	When the lives reaches zero, the game is over.	<ul style="list-style-type: none"> Which sprite already has the script that stops the game if the 'monster' touches Pac-Man? Look for this script:
		
		<ul style="list-style-type: none"> Put an 'if' block around the broadcast Game Over and stop all blocks to test if lives = 0. Take a look at these blocks and figure out how to combine them to test if lives = 0:
		
4	Each time the 'monster' touches Pac-Man, take away 1 from the number of lives .	<ul style="list-style-type: none"> Here is how you subtract 1 from the lives variable:



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

- Make sure that you add the block that subtracts the number of lives BEFORE you test to see if it has reached zero.
- Are you getting 3 lives, or is your game ending right away after the monster touches Pac-Man?
- Take a few minutes to try to figure out what is wrong, and try to figure out if you know how to fix it.

6 Move Pac-Man and the monster back to their starting location so they are no longer touching.

- After the lives variable has been decreased by 1, broadcast a message to go back to your starting location.



- Both Pac-Man and the monster need to listen for the Start Over message, and move to their starting location. This is the starting block you will need:



7 You're Done! 😊

Test your program and think of things you would like to add that would make the game more challenging and fun.