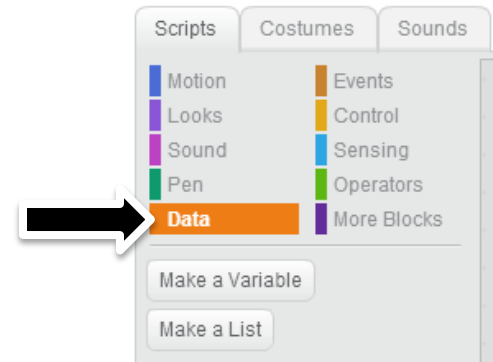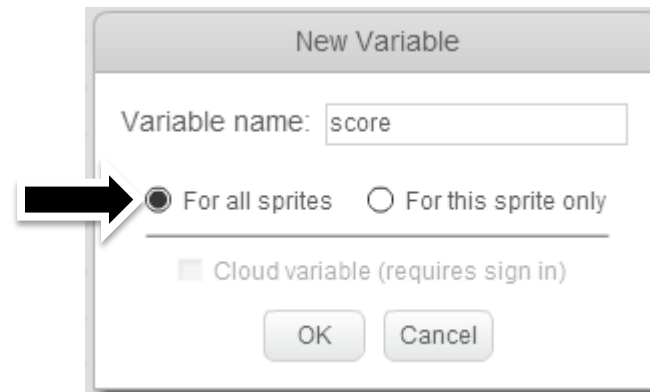| #	Steps	Hints
1	Create a <u>variable</u> called **score** to keep track of the number of times Pac Man has captured the prize. Definition: A <u>variable</u> is a storage location that holds a value of an important piece of information for your computer program. The name of the <u>variable</u> should help you remember what type of information it is holding.	• Look under the orange **Data** tab click **Make a Variable** • The **score** variable should be <u>For all sprites</u>
2	When the game begins set the **score** to zero.	• Look at this block under <u>Variables</u>:
3	Each time Pac-Man touches the prize, increase the	• Which sprite will have the script that keeps track of the score? Does

score by **10**.

it matter?

- Look at this block under <u>Variables</u>. Where will you put it?

4 Test your program: Make Pac-Man 'eat' the prize and
make sure that the score increases by 10 each time.