



Ndoye_Games Y [Edit title](#)

```
1:  /* Global Variables
2:  Have the mash character's X and Y coordinates be global
   variables characterX and characterY
3:  Keep a global variable for the score.
4:  Set the frameRate. Look at the documentation for the draw
   function's frame rate. Set the framerate to 0.5 at first to
   make the game easy.
5:  Record the millis reading when the game starts
6:  Keep a stillPlaying boolean variable initialized to true
7:  Keep a currentScene variable for the splash screen (0), game
   screen (1), end screen (2)
8:  */
9:  var currentScene = 0;
10: var bitmojiX = 200;
11: var bitmojiY = 200;
12: var score = 0;
13: var startTime = 0;
14: var stillPlaying = true;
```

Click on the avatar to earn points
Get 5 points to speed up the game!



Ndoumbe Ndoye

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