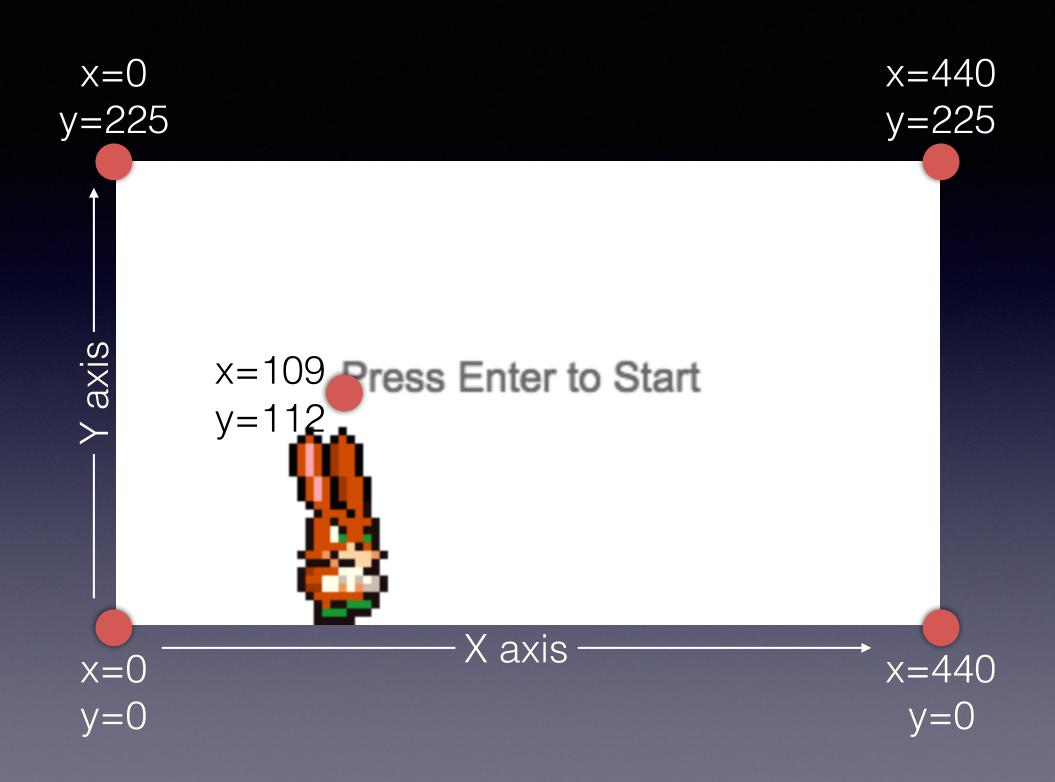
Lesson 2

titles, variables, and if statements

Quiz show



Give your game a title

Variables

```
GAME_STATE = "loaded"
SCORE = 0
```

```
if(GAME_STATE == "loaded"){
   // something
}
context.fillText(GAME_STATE, 123, 45)
```

SCORE = SCORE + 1

Draw text when paused

Keep score

Remember a high score



Add coins

