Lesson 2

titles, variables, and if statements

Quiz show

```
context.font = "20px Arial"
context.fillStyle = "dimgray"
context.fillText("Press Enter to Start", 109, 112)
```

draw.js line 45-47

Give your game a title

```
canvas.height / 2
canvas.width / 2
```

Variables

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

```
if(GAME_STATE == "loaded"){
  // something
}
```

```
context.fillText(GAME_STATE, 123, 45)
```

```
SCORE = SCORE + 1
```

```
SCORE += 1
```

```
SCORE++
```

Draw text when paused

Keep score

Remember a high score

💲 Add coins 💲