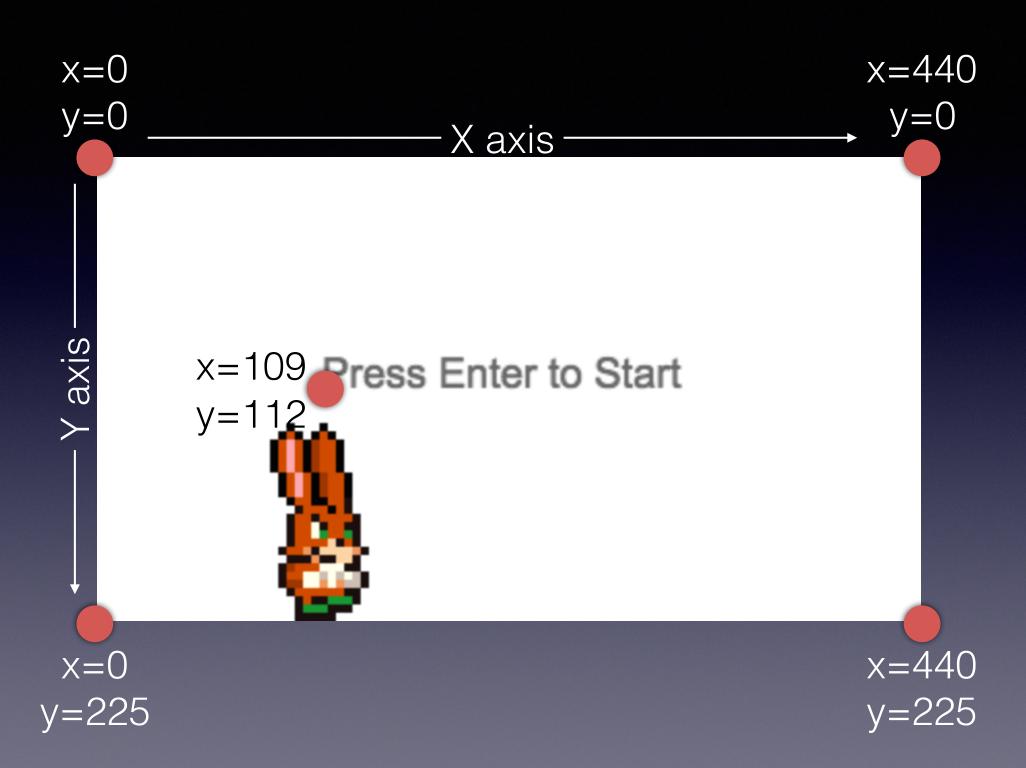
#### Lesson 2

titles, variables, and if statements

### Quiz show



## 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

