

# 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

$x=0$   
 $y=225$

$x=440$   
 $y=225$

Y axis

$x=109$   
 $y=112$

Press Enter to Start



X axis

$x=0$   
 $y=0$

$x=440$   
 $y=0$



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

