

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

```
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

