# FIND THE GOLD: CHALLENGE

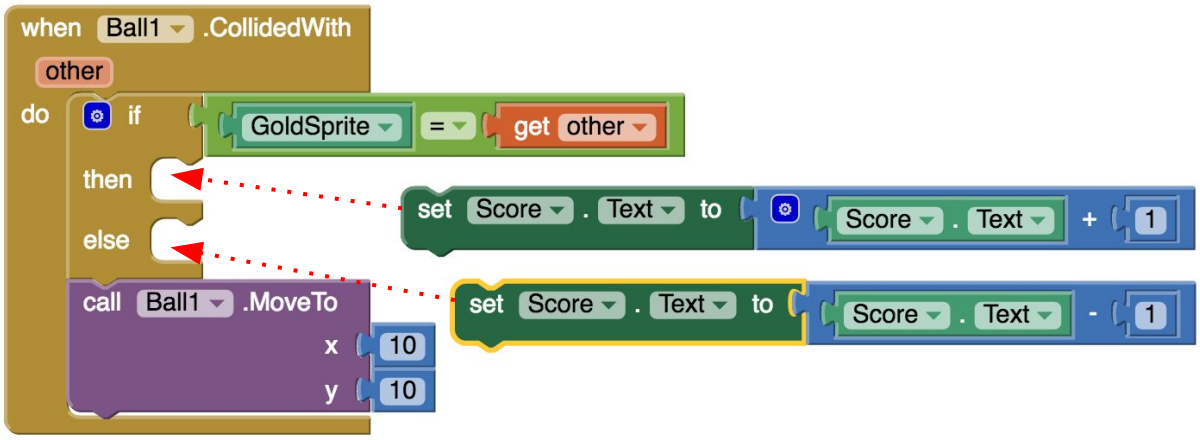
Try adding a new feature to the maze game! Scoring, user lives, a timer, more levels!

## SCORING

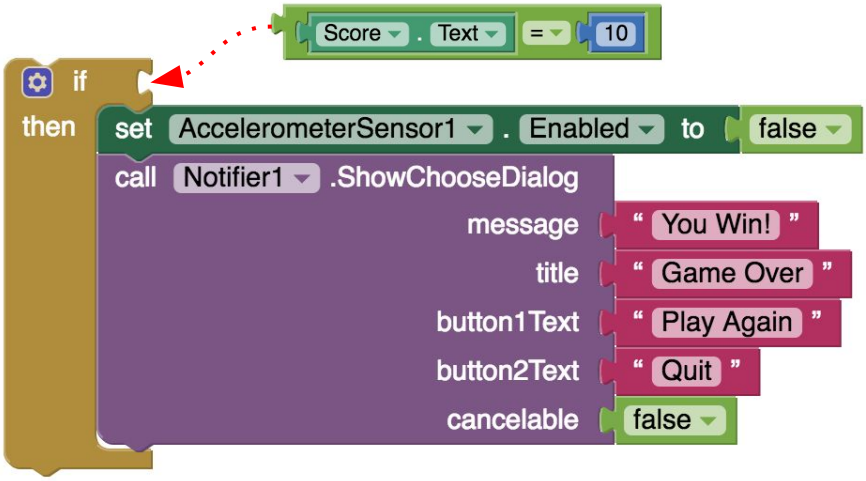
1. In the Designer, add a label to keep score.

label | Score: 0

2. You can add or subtract from the score when the user hits a wall or finds the Gold!



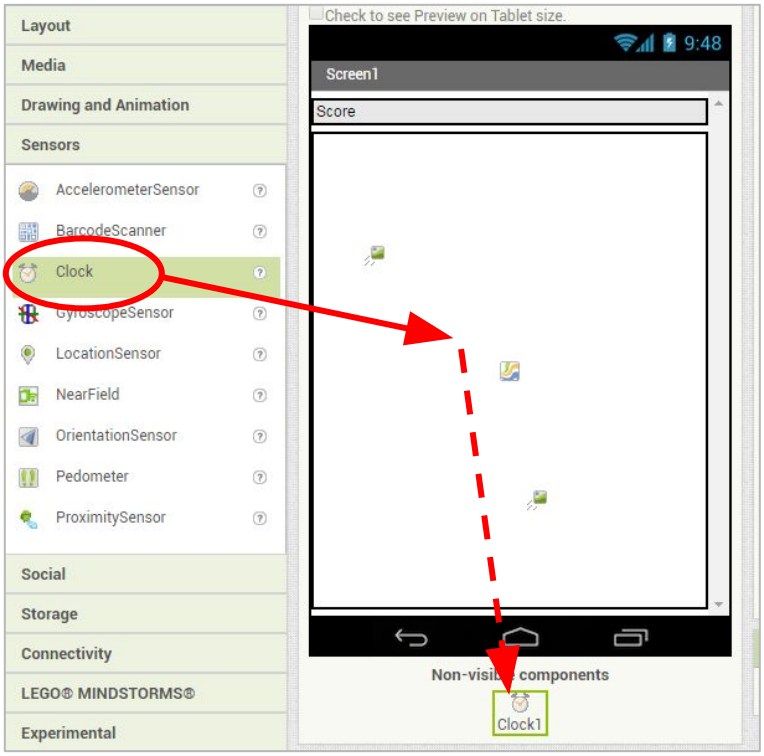

3. Move the **Notifier.ShowChooseDialog** block to another **if-then** block to test when the game is over.



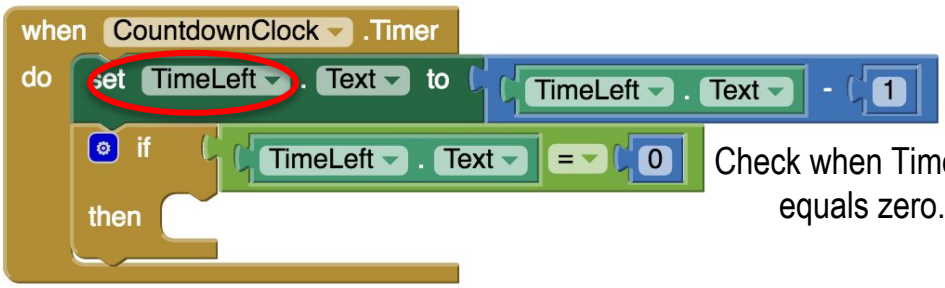
# TIMER

If you want to set a timer so the user only has a certain amount of time to complete the maze, you can add a Clock component and a Label to keep track of time.

1. Drag a Clock component from the Sensors drawer.

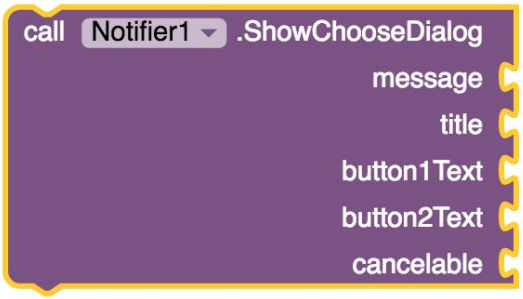



The **Clock.Timer** event fires every second (or you can set a different interval). Subtract one from the time left each second. When the time left is zero, end the game!




Check when TimeLeft equals zero.

**TimeLeft** is a Label that keeps track of time remaining.

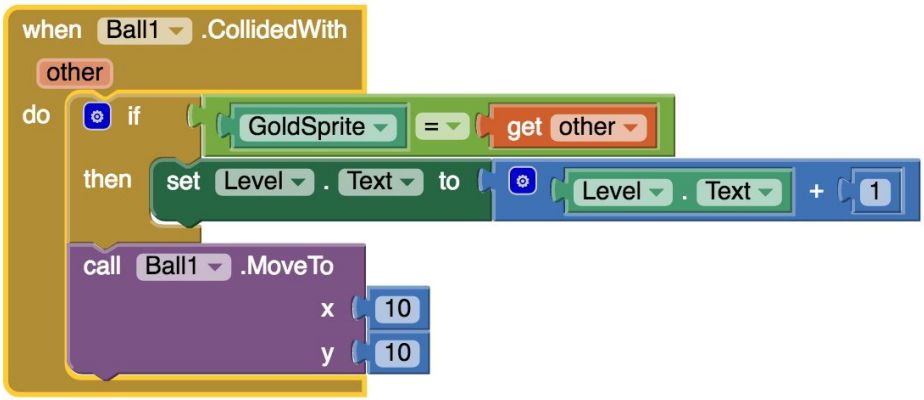



Use Notifier with your own message to tell the user time has run out!

# LEVELS

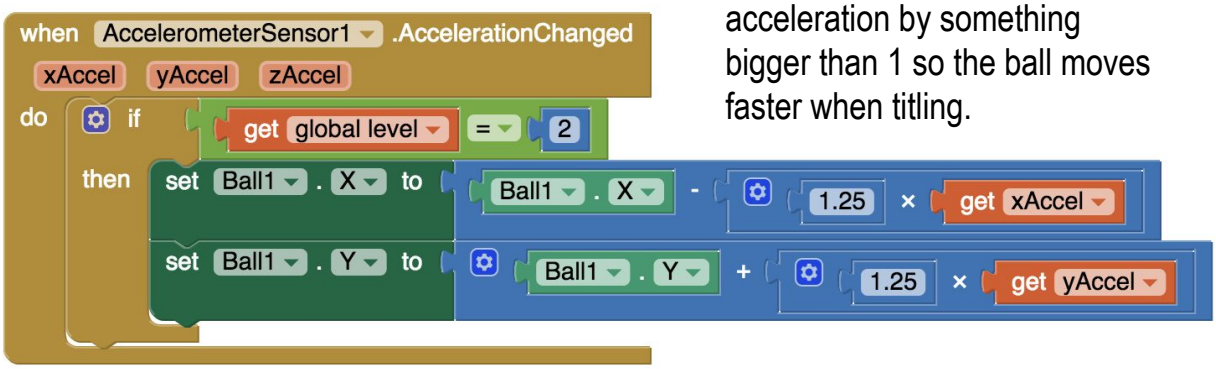
For a challenge, increase difficulty as the game is played longer.
You can add a label that keeps track of the level.


1 When the user reaches the gold, increase the level by 1.

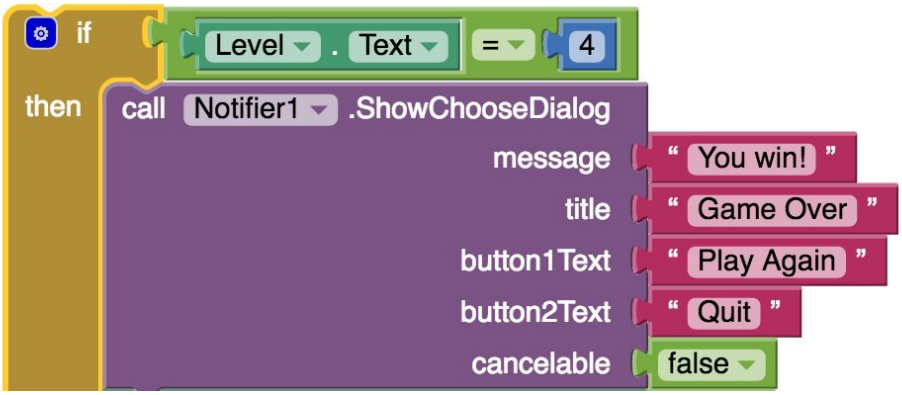



2 Now, you can use an **if-then** block to do something different depending on which level the user is on.

For example, multiply acceleration by something bigger than 1 so the ball moves faster when titling.

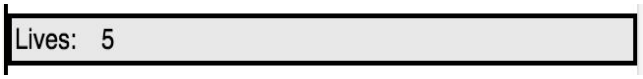



3 And set a level to mark the end of the game. Here, if the user gets to level 4, they win!

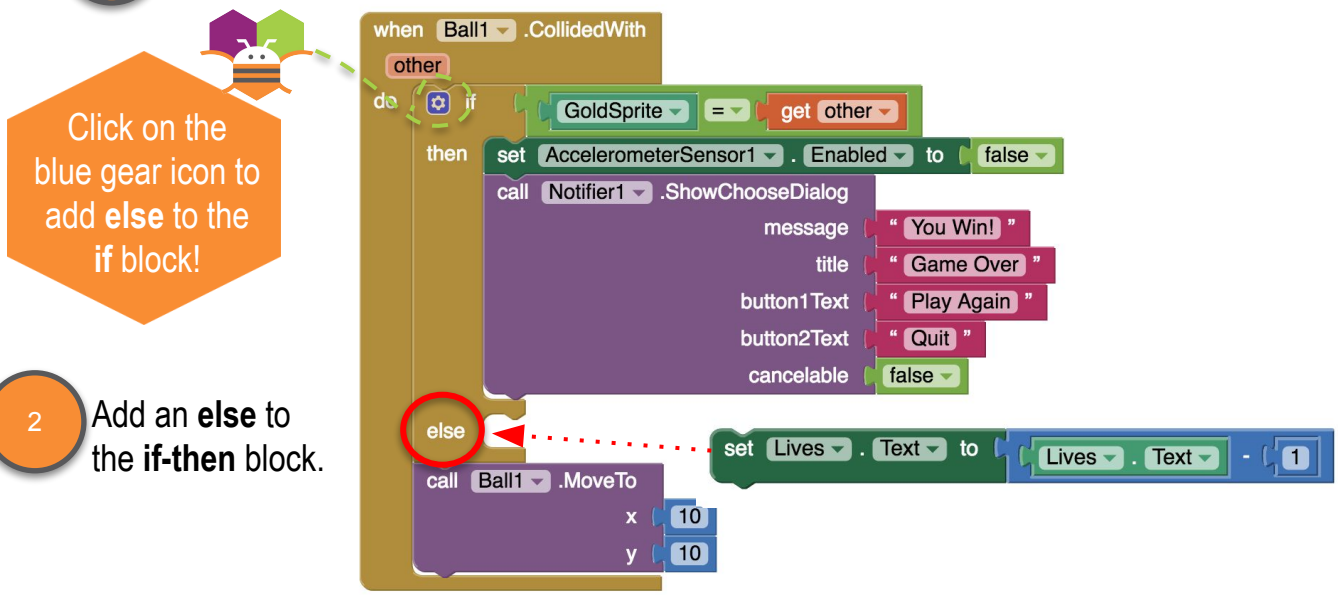


# MULTIPLE LIVES

You can give the player a certain amount of lives to try to get through the maze.
You can add a label that keeps track of the lives.

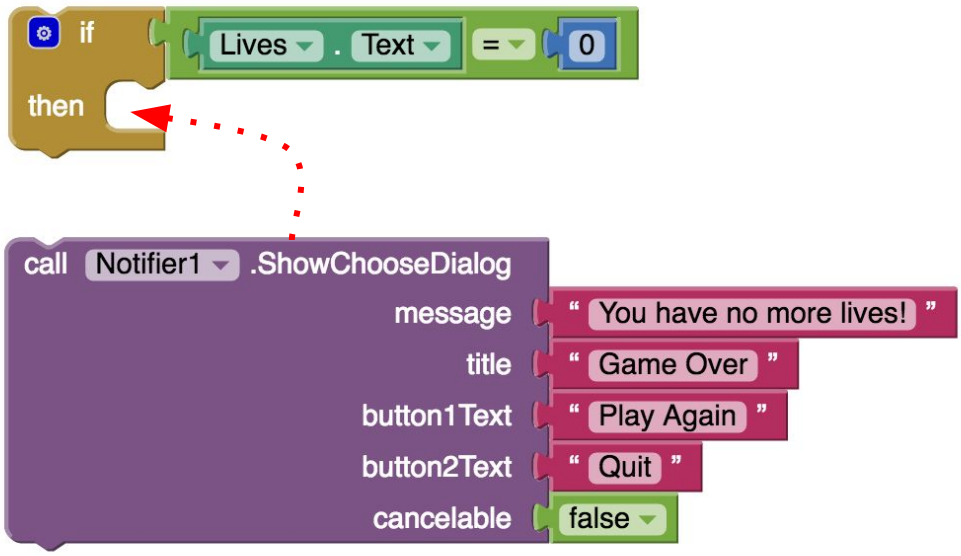



1 When the user collides with a wall, subtract 1 from lives.




2 Add an **else** to the **if-then** block.

3 Then add another **if-then** block to test when lives equals 0. That will also end the game, so use the **Notifier.ShowChooseDialog** block to tell the user.



# SOUNDS

You can play sounds when the user collides with walls or gold!

1. Add a Player component in the Designer.
2. Set the desired source for the Player, and start the Player to play the sound.