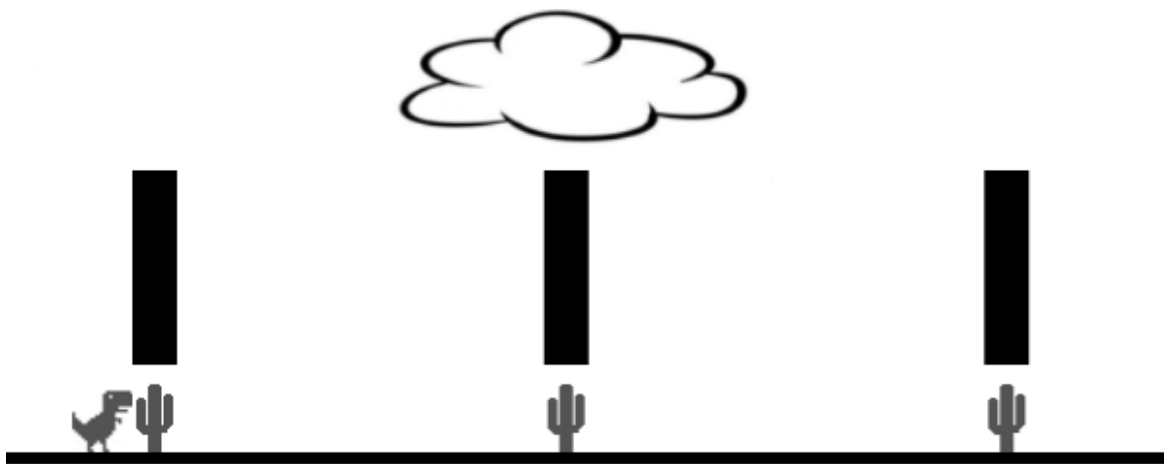# Tutorial 7

Adding Text

In this tutorial we shall be looking at adding in text to our game, this will allow you to display information on the screen. A good example of where this would be used is as a score counter in a game. Open up **blah** in firefox, you will see our dinosaur game again, we will be adding in a score counter for every tree he jumps over! The image below shows how our collision detection works.

The black boxes represent the new Reusable objects, the actual image used in this tutorial is empty so the user is unable to see it.

Step 1

Time to code!

The first thing you will want to do is create a variable to keep the score, i suggest calling it score and setting it to 0. You will also want to create a variable to hold your score counter text, I recommend calling this scoreText.

In the create function you will want to assign a Text object to your scoreText variable, this object takes 7 parameters.

1. *game : Your game object*

2. *text* : The text to display on the screen
3. *x* : The x position to place the text on the screen
4. *y* : The y position to place the text on the screen
5. *size* : A string of the size in pixels, e.g. "34px"
6. *style : The font style in string format*
7. *colour : The hex value of a colour in string format*

I recommend something like this:

text = new UI(game, "Score: 0", game.gameWidth() - 150, 10, "34px", "Arial", "#000");

Your game should now look similar to the image below.
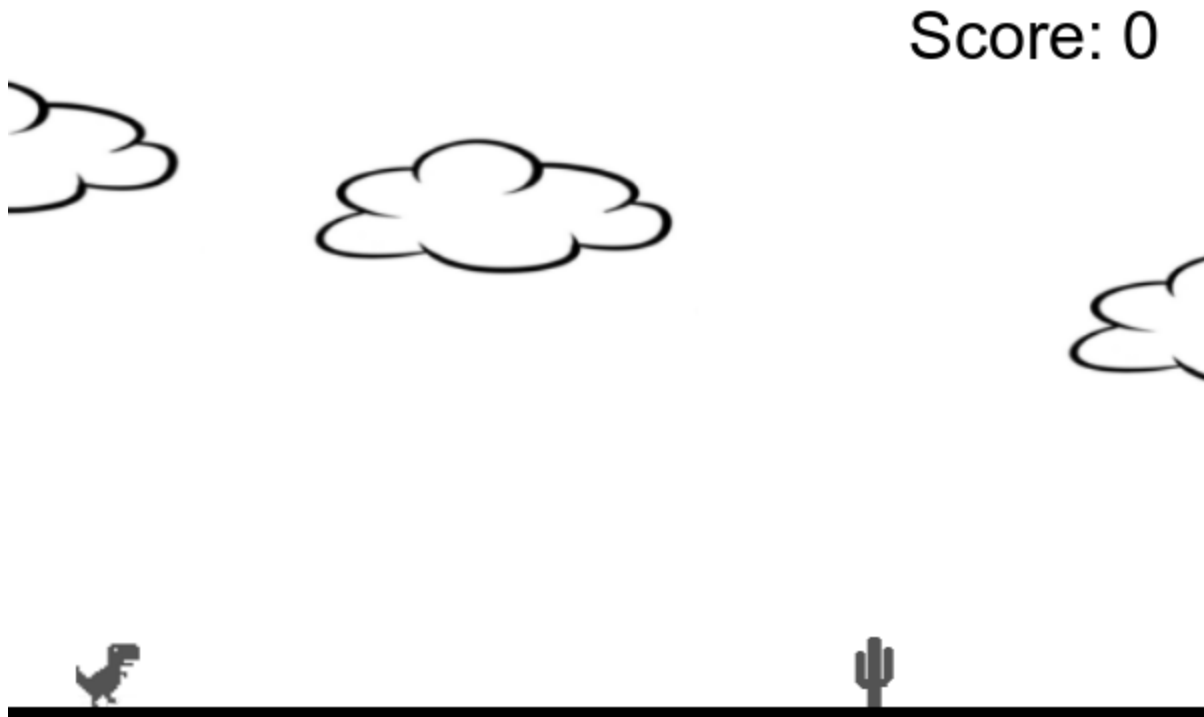
Step 2

Now we want to increment the score whenever a tree is jumped over, look for the function *hitOverTree*, this where any code is run when the dinosaur jumps over a tree. You will notice that the only thing that happens is the score is being incremented.

What we also need to do is to update the score on the sceen, to do this we use the *changeText* function on the scoreText variable. This function takes one parameter, the text to change it to. I reccomnd passing through

"Score: " + score

This sets the text on the screen to say Score: and then the score value. So you should have something like this:

scoreText.changeText("Score: " + score);

Note: The plus symbol allows you to put the string and the score together passing them through as one.

If you refresh the firefox page and play the game your score counter should now increase. You shou