Lesson 3 - Events - Extra Activities

http://www.stencyl.com/learn/extra3/

Use a Font ★☆☆☆

Currently, the score is drawn as plain text to the screen. Use the Pixely font (included in Project 3) to draw a prettier version of the score.

It's a trap! ★☆☆☆

Duplicate the Coin actor from the main activity and call it **Fake Coin**.

When touched, this actor will subtract coins from your score rather than add to it. If your score goes below 0, keep it at 0.

> **Bonus Activity**: Use the tint block to change the Fake Coin's appearance, so it looks "evil."

Timer ★★☆☆

Add a **timer** to the game that ticks down once per second. Display it on the screen.

When the timer reaches 0, reload the scene.

> **Bonus Activity**: Make a more authentic timer, displayed in X:XX format (for example, 1:30 where that means 1 minute & 30 seconds remaining) and use the Pixely font.

Save the Game ★★☆☆

Stencyl treats Game Attributes in a special way and uses them to "save" a game by remembering their values for the future. If you save this game, it will remember the value of the Score for a future run.

> **Tip**: Use the **[save game]** and **[load game]** blocks to make the game keep track of the total number of coins you've ever collected.