Lesson 3 - Events

http://www.stencyl.com/learn/act3/

In this activity, you'll add "coins" to the game and draw the score (number of coins collected) to the screen.

1   Get Started
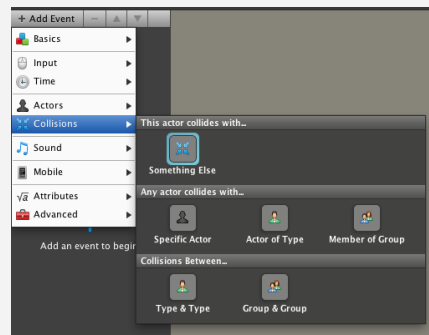
- After launching Stencyl, open up **Project 3**.
  (Can't find Project 3? Visit http://www.stencyl.com/learn/downloads/ to get it)

- **Run the game**.
- Move the Hero around using the arrow keys. Close the game when you're done.
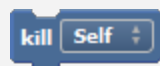
2   Create a Coin

- Open up the Actor Type called **Coin**.
- Flip to its **Events** page.
- Add a collision event.

Can't find it? It's under *Add Event > Collisions > Something Else*

- Make the coin disappear when the Hero bumps into it. Then, play a sound.

Hint: Use the [kill] block under Actor > Properties.

- Run the game.

  Does it work? If not, check over your work and see where you went wrong.

3   Make a Game Attribute

Game Attributes are *variables* that can keep track of values, such as the score. We'll now create a game attribute to keep track of the game's score.

- Go to **Attributes > Game Attributes** under the Palette. Then click **Create New Game Attribute**.

- Call it **Score** and click OK, leaving all the other fields as-is. Click OK again to dismiss the window.
- You'll now see a pair of purple blocks appear in the Palette. These blocks let you get and set the value of the Score attribute you just made.

4   Draw a Score

Next, we'll draw the score to the screen using the Game Attribute you just created.

- Open up the scene called **Level 1**.
- Flip to its **Events** page.
- Add a drawing event. *(Add Event > Basics > When Drawing)*
- Use the **[draw text]** block (under the **Drawing** Category) to draw the score.
- Run the Game. *Does it work? If not, check over your work and see where you went wrong.*

5   Coin Collecting

Why doesn't the score go up when you collect a coin? Because we never hooked that up.

- Go back to the collision event you made earlier under the Coin actor during Step 2.
- **Write the code necessary to make the score go up**.
- Run the Game. *Does it work? If not, check over your work and see where you went wrong.*

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Cool! Your game now has coins and displays the score. If you've finished early, take on some of our extra activities to make your game even more complete.