

# Coin Scoring



Click on make a variable.

Make it for all sprites and call it Score

The variable is like a box that will hold your score

**Secondly** click on paint new sprite.

Draw a simple coin in a colour not used yet



**Thirdly** move your new coin sprite around to position it where it can always be seen on every level

**Fourthly** create this code in the new coin sprite

Show coin when game starts

Set score to zero when game starts

When coin touches crab hide and add a point into score

When crab gets to next level show coins again

**Finally** duplicate the sprite by right clicking and selecting duplicate on the coin sprite

