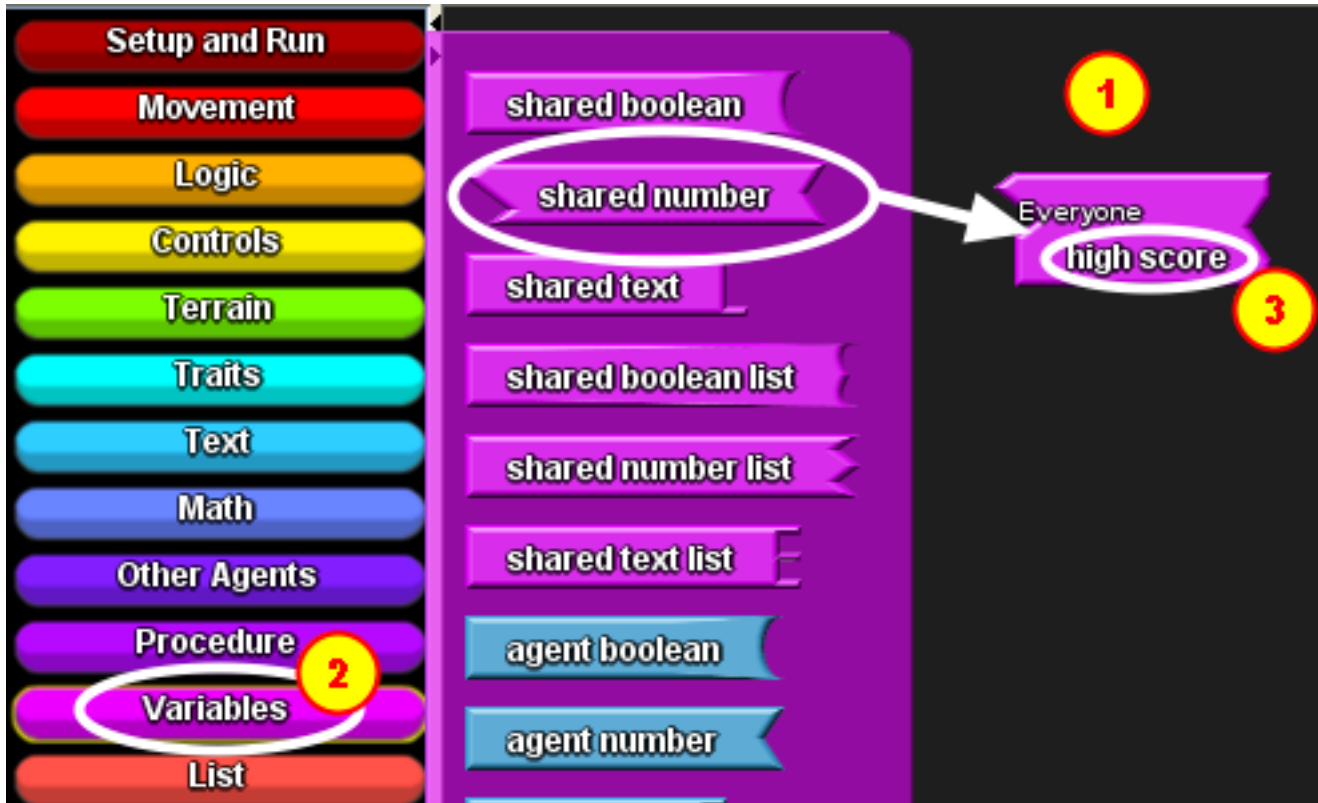


How to keep track of the high score

Keep track of the high score from game to game to encourage your player to keep playing to beat the current high score.

Declare a High Score Variable

1. Navigate to the **Everyone** page.
2. Open the Variables drawer and drag out the **shared number** block.
3. Rename the block "high score."



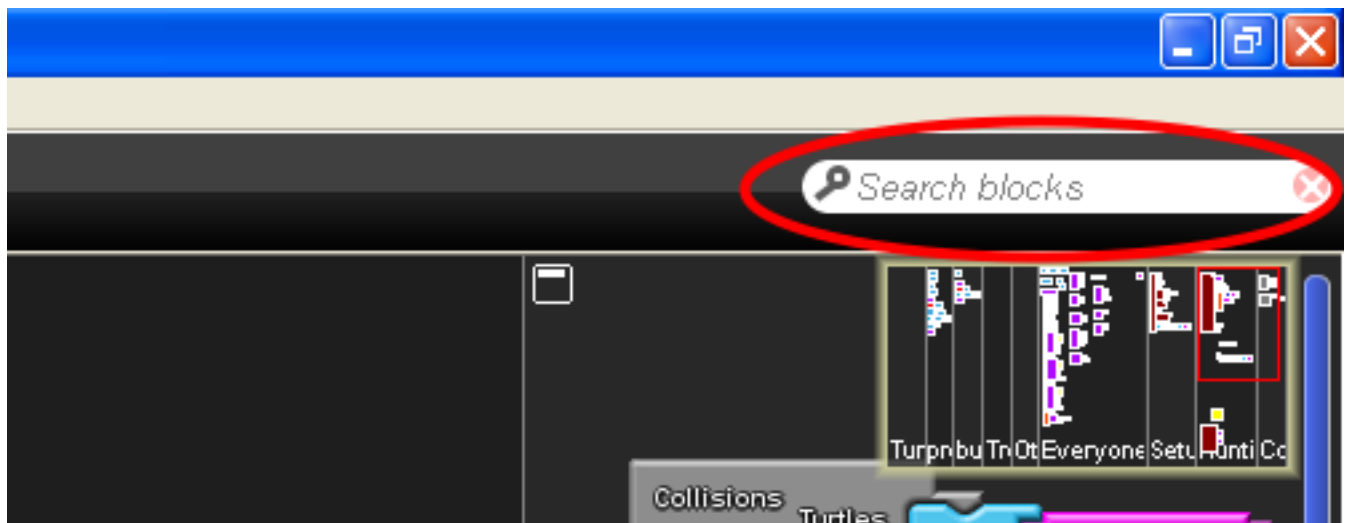
Compare high score to current score.

The game ends after 30 seconds, so (1) when clock = 30, you want to compare the current score to the high score. (2) If the current score is higher than the high score, (3) then you want to set the value of the high score variable block to the current score. Put these blocks in your main character's hook in the **play game** block.



Search blocks

To find the blocks you need to put together the code in the previous step, you can look through the drawers or type a block's name in to the **Search blocks** box on the upper righthand corner.



Search results 1

You'll see a drawer's color highlighted and in yellow to show that the drawer has the block that you're looking for.



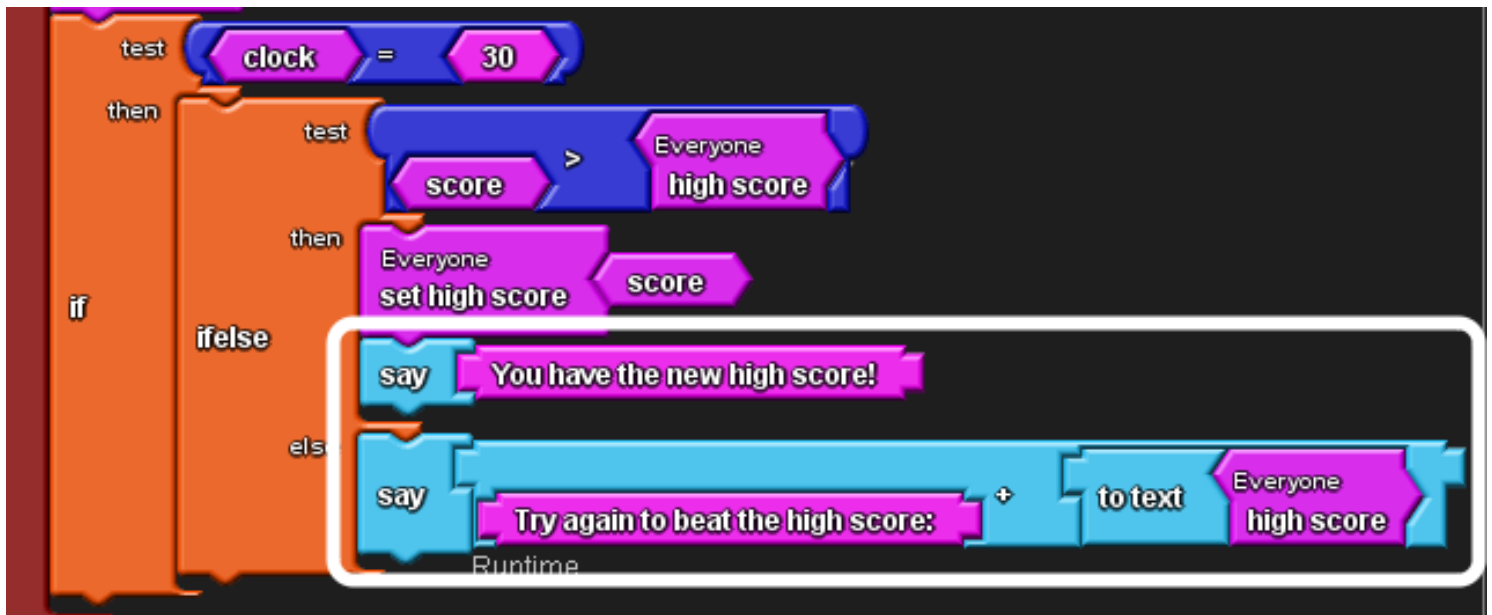
Search results 2

If you don't see a yellow highlight around a drawer, check the **My Blocks** or **Subsets** palettes



Notifications to player 1

It's helpful for the player to know if his or her score beat the high score. You can do this by having the main character "**say**" something in a speech bubble. The **to text** block converts the numerical value into a displayable text.



Notifications to player 2

You can also let the player know what the current high score to beat is by adding the **set status** block sequence to the **setup** block.



Notifications to player 3

When you click the setup button, you'll see displayed in the lower left corner of Spaceland, some text saying what the current high score is.

