Keeping Score with a Variable
Keeping Score

When playing a game, the score can change. Since it can change, we will need to use a variable to keep track of it.

You will first need to create a variable and call it “score”.
In our basic game of cat and mouse, the cat wins when it **catches the mouse**. The mouse wins if it doesn’t get caught.

If we want to keep track of the cat’s score, IF the cat catches the mouse, THEN we want the score to go up. The variable needs to go in an **if block**!
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To make the scoring more complicated, you can subtract a point from the cat’s score when something good happens to the mouse.

Alternatively, you can make a new variable for the mouse’s score that increases every time the mouse does something good.