

Score Display for your game!

You will create a text box using a DYNAMIC TEXT field choice (pull down menu). Give the instance a name and refer to this instance as below exemplifies.

This initializes variable and creates a default value for it to hold

```
var score = 0;
```

txtFld is the instance name – score is the variable name

```
txtFld.text = score;
```

This function will be inserted where each hitTestObject condition is tested so the score can increment / change

```
function eat() {  
    score++;  
    txtFld.text = score;  
}
```

Example (inserted function):

```
if (mole_mc.hitTestObject(byte_1)) {  
    byte_1.x =getOffStage;  
    eat();  
}
```

