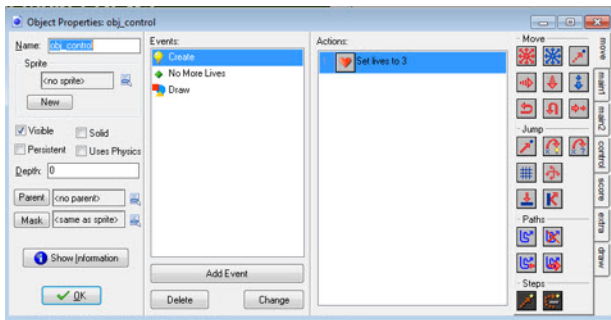


Adding a control object

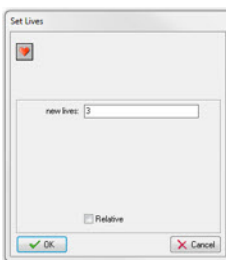
A control object will deal with things like displaying the score and managing the lives.

We do not need to see the control object, so it doesn't need a sprite. In the room, it will appear like this:

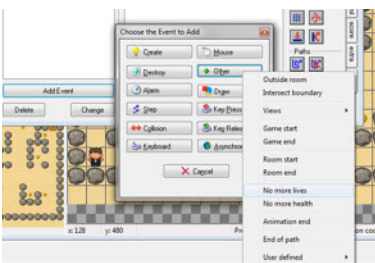


The control object has three events it needs to respond to.

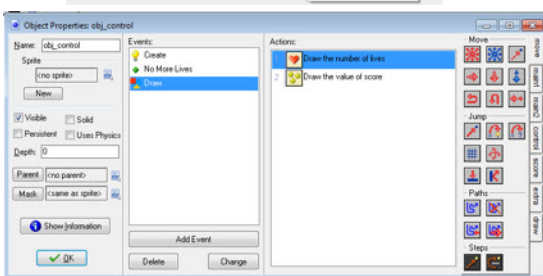
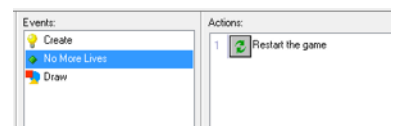
We need to set the number of lives, end the game if lives run out and display the lives and score.



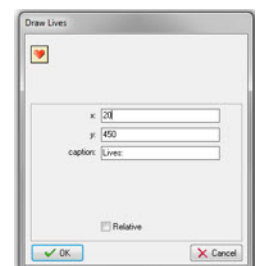
For the **Create** event, **set lives** to 3. On create means when the object is created. This happens when the room itself is created.



On **No more lives** (under the **Other** section) choose **Restart game**.



On **Draw**, choose **Draw the number of lives**. You will need to experiment with the X and Y values to display them in the right place on the screen.



Choose **Draw score**. Again find the right place to display them.

Add a control object to your game, anywhere on screen. You will need one for each room/level.

This space has been left for the score and lives.

