**How to Ask the Player Questions in a Game**

**Introduction:**These are the instructions for how to ask questions to the player when a score gets to a certain amount. You need to have already created the game for this.

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| Steps:  |
| 1 |  On the “prey” start a new line of code blocks with **When flag clicked** from the **Control** category |  |
| 2 | Go to **Control** and get a **Forever** block. |  |
| 3 | Add an **If then** block from the **Control** category  |  |
| 4 | Go to the **Operators** category and grab a  block and place it in the space.Then go to the **Variables** category and grab a **Score** (or whatever you called the score) oval and place it in the empty spot. Change the 50 to whatever you would like the score to be when the question is asked.  |  |
| 5 | In the **Motion** category grab a go to x:\_\_ y:\_\_ block. Change the x to -138 and the y tp -131. This is make the question appear at the bottom of the screen. |  |
| 6 | Go to the Sensing category and grab an ask \_\_\_\_and wait block. Type your question in the space. |  |
| 7 | Grab an **If then else** block from the **Control** category. |  |
| 8 | Now you are going to put in the correct answer to the question. In the Operators category grab aNow go to Sensing and grab an answer oval and put in the first spot. Type the answer to your question where the 50 is.If you think people might type it wrong you can put in lots of choices using the or block from Categories.  |  |
| 9 | In the first space put what you would like to have happen if they answer the question right. In the second space put what you would like to have it do if they get the question wrong.In my example I made it so the player will get three points if they get it right and lose three if they get it wrong. |  |

 Tips:

* You can make the background change if you would like the right answer to take the player to the next level. If you do this, you have to remember to set the original background at the beginning of the screen.
* You could tell people the right answer if they get the question wrong. 