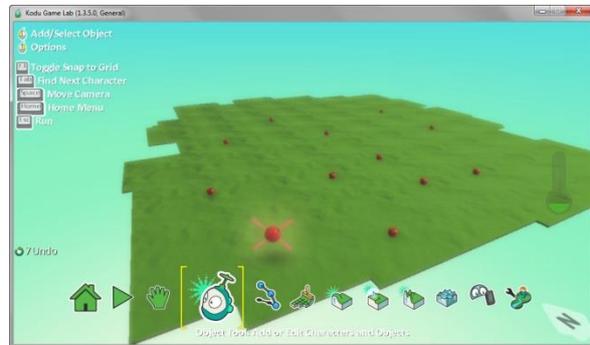# How2 add a scoring function to your game

In the previous how2 you created a game with Sputnik who moved around the world eating apples. He was controlled by the arrows on the keyboard.

To make this more like a real computer game, it is possible to add a scoring function that will award a point for every apple that Sputnik manages to bump into and eat.

Open up your saved game and make sure you have the character tool selected (the one that looks like the Kodu character). Right click on him to bring up the list of options, and choose Program.

We have to do something quite clever here and program the third row to create the scoring function. This is happening at the same time as the bump-then-eat program so the first thing to do is drag row 3 across so that it sits to the right of row 2 as shown in the screenshot. So click on row 3 and just move it to the right so the number 3 sits under the 'WHEN' on row 2. Now row 3 will run when row 2 runs.

Now to program the score. Click on 'DO' in row 3. We want to make our apple eating into a game, so select **game** from the wheel (top left corner).
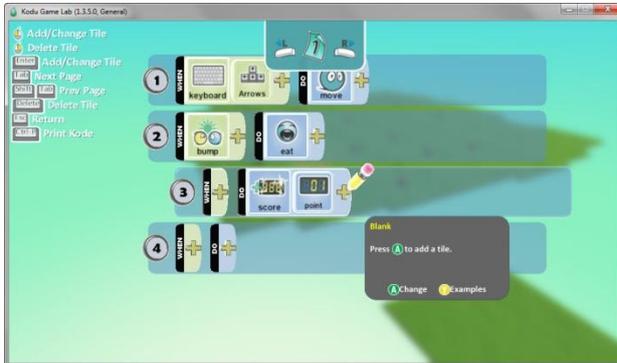
When you click on **game**, another wheel appears. From this one, select **score**. This will allow us to tell Kodu to add to the score when an apple is bumped into and eaten.

Now we need to tell Kodu how we want the score to change. Click on the + sign on the 'DO' tile after the score. Another wheel appears with lots of different scores you can use.

I only want to add 1 to my score for every apple, so I click on **'01' point**. You can add more points if you want to by clicking on a different value.

Your program should look like the screenshot on the left. So row 2 tells Sputnik to eat the apples when he bumps into them, and row 3 tells the game to add 1 to the score for every apple eaten.

Click **Esc** twice to run the game.

You should find now that every time that Sputnik finds an apple a '**+1**' appears and the score in the top right corner increases by 1. Well done – you have made your first scoring game!

If this has made you excited about building games, you can find out lots more about people who make games on the Creative Coding page. Go down to the bottom of the page, after the challenges, and check out the links there!