Using the Scorekeeper object

• Import the scorekeeper object. It will come in as a 3D Text “0”. You can move this text wherever you would like in your world.

• There are two methods you can use for this fader:

  ▪ **set score**— Use this method to set the score to any value
  ▪ **increment score**— Use this method to increment the score by any amount
  ▪ **decrement score** – Use this method to decrement the score by any value

• The current score can be accessed at any time through the variable `currentScore`. 
Sample Code

// First set score to zero at beginning of game
scorekeeper.setScore score = 0

// Get some user input here, or ask a question

If world.userAnswersQuestionRight

scorekeeper.incrementScore howMuch = 1

Else

scorekeeper.decrementScore howMuch = 1

// Print out some message with the points

print Congratulations, you got this many points:

print scorekeeper.currentScore