

# SNOWMAN POP!

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FROM THE GOOGLE PLAY AND APP STORE



Start a new project in Octostudio, then choose your sprite and a background.

```
when I tap snowman
if Time > 0 then
  go to [snowman]
  change variable score by 1
```

When you tap on the snowman, it will instantly go to a new position. You'll also score a point!

```
when green flag clicked
set variable score to 0
```

This resets the score to 0 when you start a new game.

```
when green flag clicked
set variable Time to 10
repeat 10 times
  wait 1
  change variable Time by -1
```

This will add a timer. You'll only be able to score points when the time is above 0.