

Part 20 - Text and Game Over

For our last hurrah, we'll add a score object in the top left corner of the screen and increase it for each monster shot and when the star is collected.

First the score text, graphic and object:

```
[ScoreText]
String = 000

[ScoreGraphic]
Text = ScoreText
Pivot = top left

[ScoreObject]
Graphic = ScoreGraphic
Position = (-380, -280, 0)
```

Interesting to note the special Text definition. ScoreGraphic uses this instead of a texture from file. And the ScoreObject uses the graphic section as others before.

Now, in code, add a score variable and a scoreObject at the top of the file:

```
orxOBJECT *hero;
orxOBJECT *herosGun;
orxOBJECT *scoreObject;
orxS16 score = 0;
```

Next, create a score object and assign it to the scoreObject variable in the Init() function:

```
scoreObject = orxObject_CreateFromConfig("ScoreObject");
```

Add a little function to increase the score and update the ScoreObject:

```
void UpdateScore(int increase){
    score += increase;

    orxCHAR formattedScore[6];
    orxString_Print(formattedScore, "%d", score);

    orxObject_SetTextString(scoreObject, formattedScore);
}
```

Add 250 points whenever a monster is hit with a bullet. Add UpdateScore() function calls to:

```
if (orxString_Compare(senderObjectName, "BulletObject") == 0){
    CreateExplosionAtObject(pstRecipientObject, "JellyExploder");
    orxObject_SetLifeTime(pstSenderObject, 0);
    orxObject_SetLifeTime(pstRecipientObject, 0);
    UpdateScore(250);
}

if (orxString_Compare(recipientObjectName, "BulletObject") == 0){
    CreateExplosionAtObject(pstSenderObject, "JellyExploder");
    orxObject_SetLifeTime(pstSenderObject, 0);
    orxObject_SetLifeTime(pstRecipientObject, 0);
    UpdateScore(250);
}
```

And of course, 1000 points bonus if the star is reached. Add the following code:

```
if (orxString_Compare(senderObjectName, "StarObject") == 0){
    orxObject_SetLifeTime(pstSenderObject, 0);
    UpdateScore(1000);
}

if (orxString_Compare(recipientObjectName, "StarObject") == 0){
    orxObject_SetLifeTime(pstRecipientObject, 0);
    UpdateScore(1000);
}
```

Compile and run it. Shoot some monsters and collect the star and observe the score increasing.

That takes care of having an active score object.

A final thing for the game will be to add a game over panel when the hero dies. For this, we'll have an object that gets created using a timeline track after a two second delay. First, a game over asset:



Save this into the data/texture folder as "gameover.png".

Create a simple gameover graphic and object:

```
[GameOverGraphic]
Texture = gameover.png
Pivot   = center
```

```
[GameOverObject]
Graphic = GameOverGraphic
Position = (0, 0, -0.1)
```

Create a timeline track with a single command to create the GameOverObject:

```
[PopUpGameOverTrack]
2 = Object.Create GameOverObject
```

Then finally, change the physics handler code, so that when the hero is destroyed, create the timeline track. After a two second delay, the GameOverObject will be created on screen:

```
if (orxString_Compare(recipientObjectName, "HeroObject") == 0 &&
    orxString_Compare(senderObjectName, "MonsterObject") == 0
){
    CreateExplosionAtObject(pstRecipientObject, "HeroExploder");
    orxObject_SetLifeTime(pstSenderObject, 0);
    orxObject_Enable(pstRecipientObject, orxFALSE);
    orxObject_AddTimeLineTrack(scene, "PopUpGameOverTrack");
}

if (orxString_Compare(senderObjectName, "HeroObject") == 0 &&
    orxString_Compare(recipientObjectName, "MonsterObject") == 0
){
    CreateExplosionAtObject(pstSenderObject, "HeroExploder");
    orxObject_SetLifeTime(pstRecipientObject, 0);
    orxObject_Enable(pstSenderObject, orxFALSE);
    orxObject_AddTimeLineTrack(scene, "PopUpGameOverTrack");
}
```

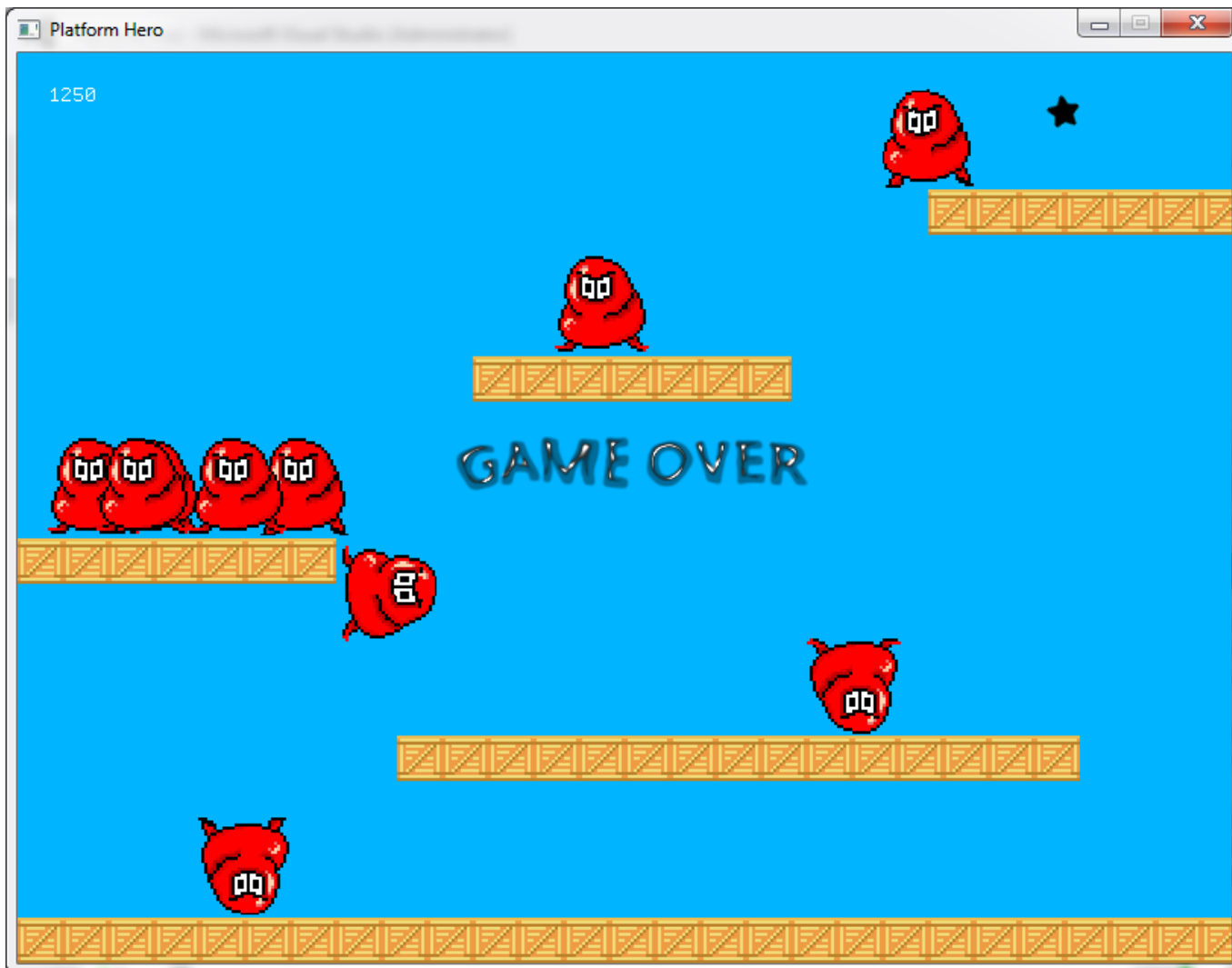
Because we never had a reference to the scene before in order to add the PopUpGameOverTrack, we'll need to make a variable reference to it at the top of the code:

```
orxOBJECT *hero;
orxOBJECT *herosGun;
orxOBJECT *scene;
orxOBJECT *scoreObject;
orxS16 score = 0;
```

And then set the scene variable on the orxObject_CreateFromConfig("Scene") in the init() function:

```
scene = orxObject_CreateFromConfig("Scene");
```

Compile and run. Kill your hero and wait two seconds. The game over panel will appear:



Well friends, that's game over. If you reached the end here, great job! You've learned many of the major features of Orx.

If you need more help, go to the [tutorials](#) section where many of these concepts are covered in greater detail.

If you need quick examples, you can visit the [examples](#) section and search by subject.

If you get stuck, please post it to the [forum](#), and for general chat, come and join us over on [Discord](#). Hope to see you there.

- [Part 1 - Downloading Orx](#)
- [Part 2 - How Orx works](#)
- [Part 3 - Setting up a new game project](#)
- [Part 4 - A tour of an Orx project](#)
- [Part 5 - Viewport and the camera](#)
- [Part 6 - Objects](#)
- [Part 7 - Spritesheets and Animation](#)
- [Part 8 - Platforms and Texture Repeating](#)
- [Part 9 - Physics](#)
- [Part 10 - Input Controls](#)

- [Part 11 - Running and Standing](#)
- [Part 12 - Changing Direction](#)
- [Part 13 - Getting our hero to shoot](#)
- [Part 14 - FX](#)
- [Part 15 - Collision Events.](#)
- [Part 16 - Jelly Monsters](#)
- [Part 17 - Timeline Tracks](#)
- [Part 18 - Exploding Monsters](#)
- [Part 19 - The Hero's survival.](#)
- [Part 20 - Text and Game Over](#)

From:

<https://wiki.orx-project.org/> - **Orx Learning**

Permanent link:

https://wiki.orx-project.org/en/guides/beginners/text_and_game_over

Last update: **2020/08/19 06:56 (24 months ago)**

