

How to add a high score list to the cat game

(extra credit)

- Make a variable that is available to all sprites and name it: **inserted**
- Make another variable that is available to all sprites and name it: **item_num**
- Make a list that is available to all sprites and name it: **High Score**
- Find the list box in the game area (upper right section of your screen). Click the + button 3 times.
- Select the stage and find the 'When I receive game over' block. The following represents the code blocks in scratch. Add the appropriate blocks in between 'switch to background2' and 'stop all':

```
When I receive game over // already exists  
switch to background // already exists
```

```
set item_num to 1 // add this  
set inserted to 0 // add this  
repeat until ((inserted = 1) or (item_num = 3)) // add this  
{  
  if (Score > (item(item_num) of High Score)) // add this  
  {  
    insert score at item_num of High Score // add this  
    delete last of High Score // add this  
    set inserted to 1 // add this  
  }  
  change item_num by 1 // add this  
}
```

```
stop all // already exists
```