

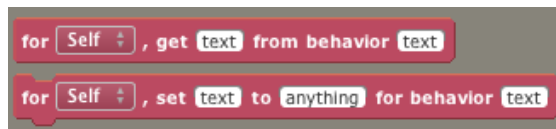
Lesson 4 - Variables - Extra Activities

<http://www.stencyl.com/learn/extra4/>

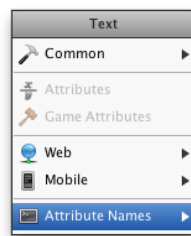
Powerup! ★★☆☆

Make a powerup that when collected, will make the player walk twice as fast for a limited time (such as 10 seconds).

On top of making a new behavior, you'll need to use the **[set attribute]** and **[get attribute]** blocks under the Behavior category. They look like this.



Once you drag them onto the canvas, click the little dropdown arrow for the first field. This reveals a menu.



If you go to the Attribute Names entry (shown above), you will find 4 Way Movement and the Walking Speed attribute for it. Selecting these menu items will automatically fill out the blocks for you.

Fake Powerup ★☆☆☆

Using the same behavior you just made, make a fake powerup that slows the player down for a limited time (such as 10 seconds).

Intro Title ★☆☆☆

In some games, starting a level will display the name of the level at the corner of the screen before it flies off.

Create a Scene Behavior that displays the name of the level (that varies for each level) that disappears after some time. You'll want to use **[draw-text]**, **[do after N seconds]** and a Text attribute.