

Koden som trengs for å legge til «Timer» og «High score»

The image shows a Scratch project titled "Julenissen samler gaver" (Santa Claus collecting gifts) by "Lekolar-skole". The code is organized into several key blocks:

- Control:** A "when clicked" block triggers a "go to x: -109 y: 85" block, which resets the game.
- Motion:** Four key-press events (up, down, left, right arrows) are used to move the sleigh by 10 units in the respective directions.
- Control:** A "when clicked" block sets the "Timer" variable to 20.
- Control:** A "repeat until" loop runs until the "Timer" variable reaches 0. Inside the loop, there is a "wait 1 seconds" block, followed by a "change Timer by -1" block.
- Control:** A "say" block displays "GAME OVER!" for 3 seconds when the timer reaches 0.
- Control:** A "when clicked" block enters a "forever" loop. Inside, an "if" block checks if "Poeng" (Score) is greater than "High score". If true, it sets "High score" to the current "Poeng" value.

The game interface on the right shows a sleigh with reindeer on a snowy mountain. The "Poeng" (Score) is currently 1, and the "Timer" is 20. The "High score" is 30. The stage background is a winter landscape with snow and mountains.