# Variable component mini-game:
Year 9 - RE

This game helps the pupils identify what a variable is and how it could be used. It is useful to describe a variable as a container which stores information to be used in the program. In this instance, we are creating an **inventory** which is a gameplay mechanic allowing players to store their items and freely carry them around. (See page: *Creating an inventory*)

In this game, you must use the *stoup* to be able to enter the church *(This links with discussions on contents of a church and worship).*
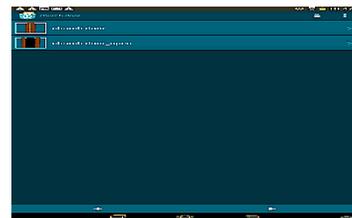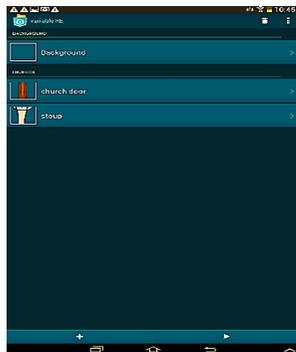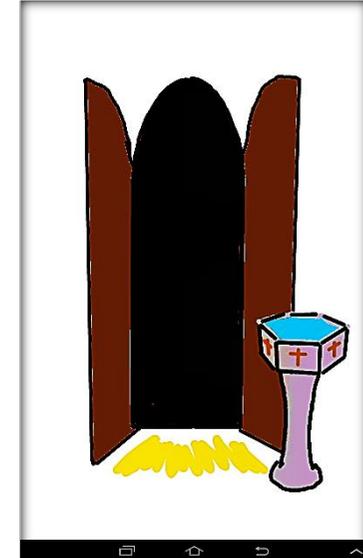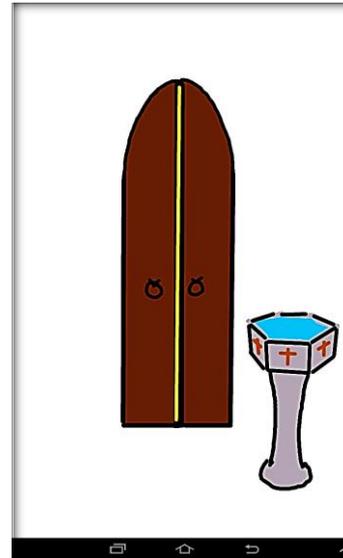
Firstly, create a church door in Pocket Paint (save the image as a whole screen). In its looks category, press and hold the image – this will allow you to copy the church door. You may now edit the church door copy to show it opened.

Create another object in Pocket Paint, this time a stoup which we must use to open the church door. (Crop the image after you have created it).

OBJECT = STOUP
Add the following bricks to the stoup object:
Control = When program started
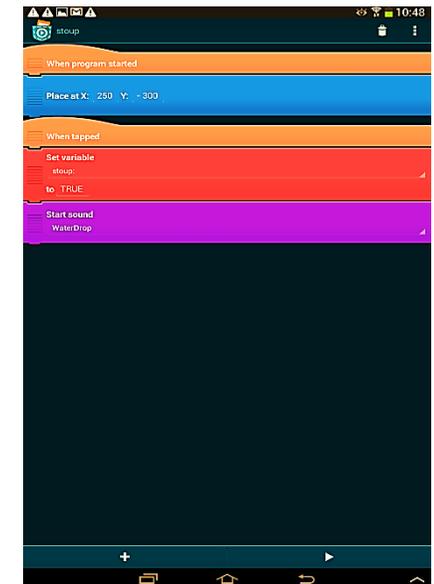**Motion = Place at X: _ Y: _**
(Set the position of your object)

Control = When tapped
**Data = Set variable *stoup* to TRUE** (When tapped you have used it)
Sound = Start sound (Tap new and choose Media Library, choose a sound – you have an option to listen to it)
For explanation of how to fill in the values for the variable see next page.

1. When adding your set variable brick, tap on *New* and you can add a new variable – name it the action you require it to do (in this instance: *'stoup'*). *Make sure it is for all objects.*
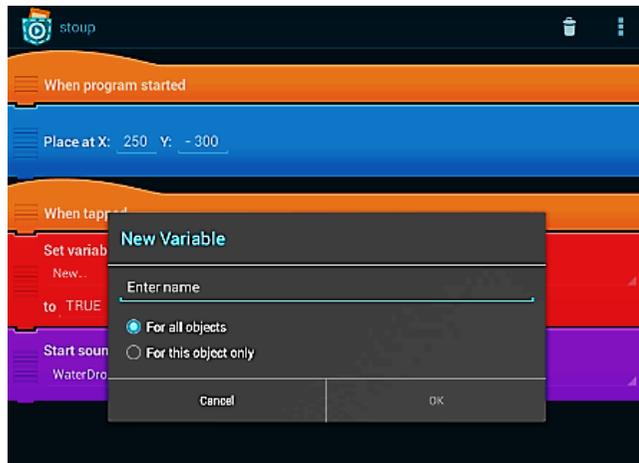
2. Tap on the value of *'to',* this will open the Formula Editor. On the menu, press *Logic* – and select TRUE.

After you have completed the script for the stoup, move onto the code for the church door.

Add the following bricks to the object:
Control = When tapped
Control = If 1 is true then
Looks = Switch to look ___
(The opened door look of the object)
Control = Else (this will create an 'end if' brick below)
Control = End if (will automatically appear)

To change the *IF statement*, tap on the value (*1*), this then opens the Formula Editor.
This time go to *Data* at the bottom of the menu.
You will find that the variable you created is there.