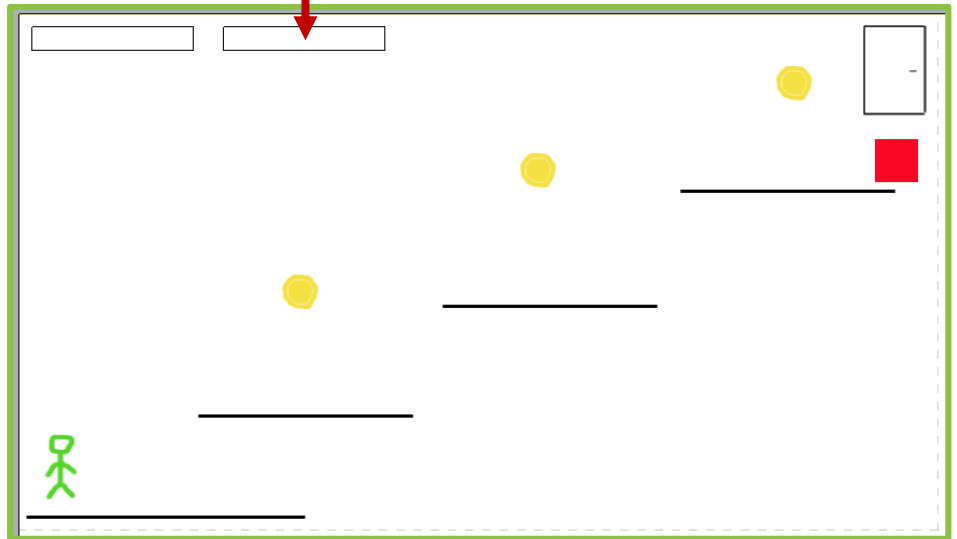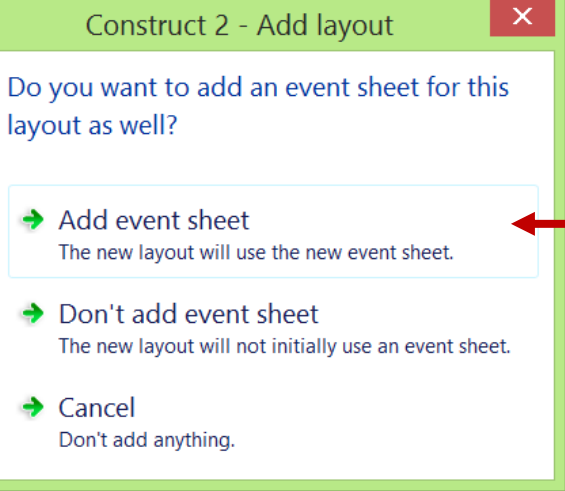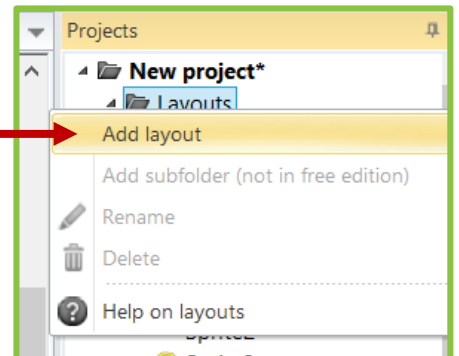# Lives

Construct 2

1. Add a new **Text box** to your first level and place it next to your score text box. Copy and paste the new box into your other levels.
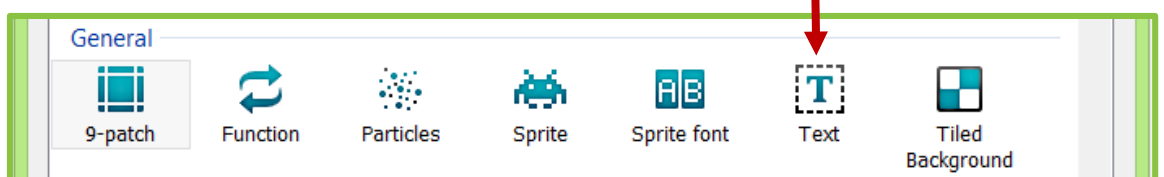
2. Right click on **Layouts** in the **Projects** panel and click on **Add Layout**.

Projects

▲ 📁 **New project***
  ▲ 📁 Layouts

Add layout

Add subfolder (not in free edition)

✏️ Rename

🗑️ Delete

❓ Help on layouts

Construct 2 - Add layout ❌

❓ Do you want to add an event sheet for this layout as well?

➡️ **Add event sheet**
The new layout will use the new event sheet.

➡️ **Don't add event sheet**
The new layout will not initially use an event sheet.

➡️ **Cancel**
Don't add anything.

3. Click on **Add event sheet**.

4. Add a **Text** object to your new layout.

General

9-patch   Function   Particles   Sprite   Sprite font   Text   Tiled Background

⊟ **Instance variables**	
Add / edit	Instance vari...
⊟ **Behaviors**	
Add / edit	Behaviors
⊟ **Effects**	
Blend mode	Normal
Add / edit	Effects
⊟ **Container**	
No container	Create
⊟ **Properties**	
Text	Game Over
Initial visibili...	Visible
Font	Arial(10)
Color	■ 0, 0, 0
Horizontal a...	Left
Vertical alig...	Top
Hotspot	Top-left

5. Change the text in the **Properties** panel to Game Over.

6. Click here to change the font and text size.

Game Over

Layout 1 ✕ | Layout 2 | Event sheet 1 | Layout 3 | Event sheet 2

7. Switch to **Event sheet 1**.

⊞	Add event
⊞	Add comment
⊞	Add group
🌐	Add global variable
▤	Include event sheet
❓	Help on event sheets

8. Right click on the event sheet and **Add global variable**.

Edit global variable

Name	lives
Type	Number ▾
Initial value	3
Description (optional)	

☑ Static
☐ Constant

Help   [OK]   [Cancel]

🌐 Global number **lives** = 3
🌐 Global number **score** = 0

1	🚶 Sprite	Is outside layout	🚶 Sprite	Set position to (50, 400)
			⚙ System	Subtract *1* from **lives**
				Add action
2	➡ 🚶 Sprite	On collision with 🟡 **Sprite3**	🟡 Sprite3	Destroy
			⚙ System	Add *1* to **score**
			🅰 TextBox	Set text to "Score "&score
				Add action
3	➡ 🚶 Sprite	On collision with ▫ **Sprite4**	⚙ System	Go to **Layout 2**
				Add action
4	⚙ System	Every tick	🟥 Sprite5	Simulate 🚶 Platform pressing Left
			🅰 TextBox2	Set text to "Lives "&lives
				Add action
5	🟥 Sprite5	Is outside layout	🟥 Sprite5	Set position to (800, 100)
				Add action
6	➡ 🚶 Sprite	On collision with 🟥 **Sprite5**	🚶 Sprite	Set position to (50, 400)
			⚙ System	Subtract *1* from **lives**
				Add action
7	⚙ System	**lives** = 0	⚙ System	Go to **Layout 3**
				Add action

Game Over

Play Again

Properties	
Type	Button
Text	Play Again
Tooltip	
Initial visibili...	Visible
Enabled	Yes
Auto font size	Yes
ID (optional)	
Checked	No
More informati...	Help

12. In the **Properties** panel .

13. Switch to **Event sheet 2** and add the highlighted event and actions.

Layout 1	Layout 2	Event sheet 1	Layout 3	Event sheet 2 ✕

1	➡ 🆗 Button	On clicked	⚙ System	Set **lives** to 3
			⚙ System	Set **score** to 0
			⚙ System	Go to **Layout 1**
				Add action

Add event