Adding a life

We want to add a life when the score gets to a certain value

I'm going to use 5 points here because it's much quicker and easier to test if you've only got to get to 5 points
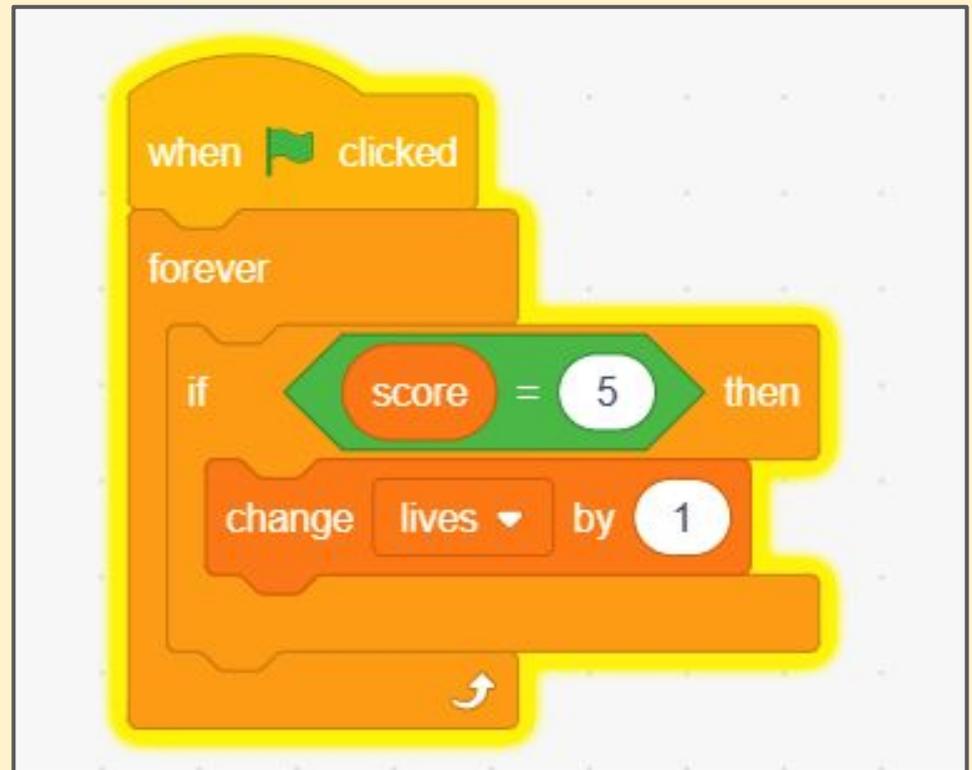
You can change the value any way you want to

The code needs to go on the ball sprite

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We could try this, but it doesn't work properly – try it out and see what happens

We need to use a forever loop or else the code won't work either. You can try it without the forever if you want to see for yourself

Adding a life

The solution is to add the code in the section where the ball touches green (the bat)

This usually works fine, although sometimes the ball does odd things when it hits the bat

Adding a life

Challenge: add a life every five points

This means, add a life when the score is 5, 10, 15, 20, 25 etc…

There is a clever way to do this using a command called **mod**

Mod is short for **modulus** or **modulo**. It divides two numbers but gives you just the **remainder**

We can use this. If we use mod to divide the score by 5 but only add a life **when the remainder is 0** we'll know when to add a life

Adding a life – using mod

Mod is easy to use – it's in the green operators section

I just need to change the second if line here