Show Score

Show the score in the game screen and/or game margins.

Create an **Object_Score**, but do not make a sprite. The programming will create the visual of the score for you.

**Option #1: Shows the score in the margin of the game like this:**

![Initial Tutorial score: 60 health: 20](image)

**Object_Score**

- **Event:** Create
- **Action:** Score caption
  - Choose Preferences

**Option #2: Shows the score on the game screen.**

**Object_Score**

- **Event:** Draw
  - **Action:** Draw Score
  - x: 535
  - y: 40
  - Not Relative

You must place the **Object_Score** in the game room (it doesn’t matter where) even though there isn’t a sprite. You will see a 🎧 instead.

To change the font and color of the score on the game screen:

1. In the GameMaker menu bar, find and click `Create` font
2. Choose a font, size, bold, italic settings
3. Click OK and reopen **Object_Score** properties

**Object_Score**

- **Event:** Draw
  - **Action:** Set font
    - Choose the font
    - Align: Left
  - [same event]
    - **Action:** Set color
      - Choose color

These (x, y) coordinates will put the score in the *top right* of the screen. For other placements, see the Coordinate Placement card.