

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:

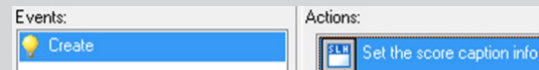


Object_Score

Event: Create



Action: Score caption
Choose Preferences



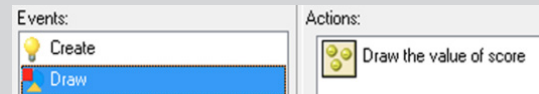
Option #2: Shows the score on the game screen.


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

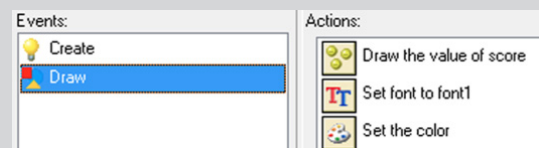


Action: Set font
Choose the font
Align: Left

[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.