

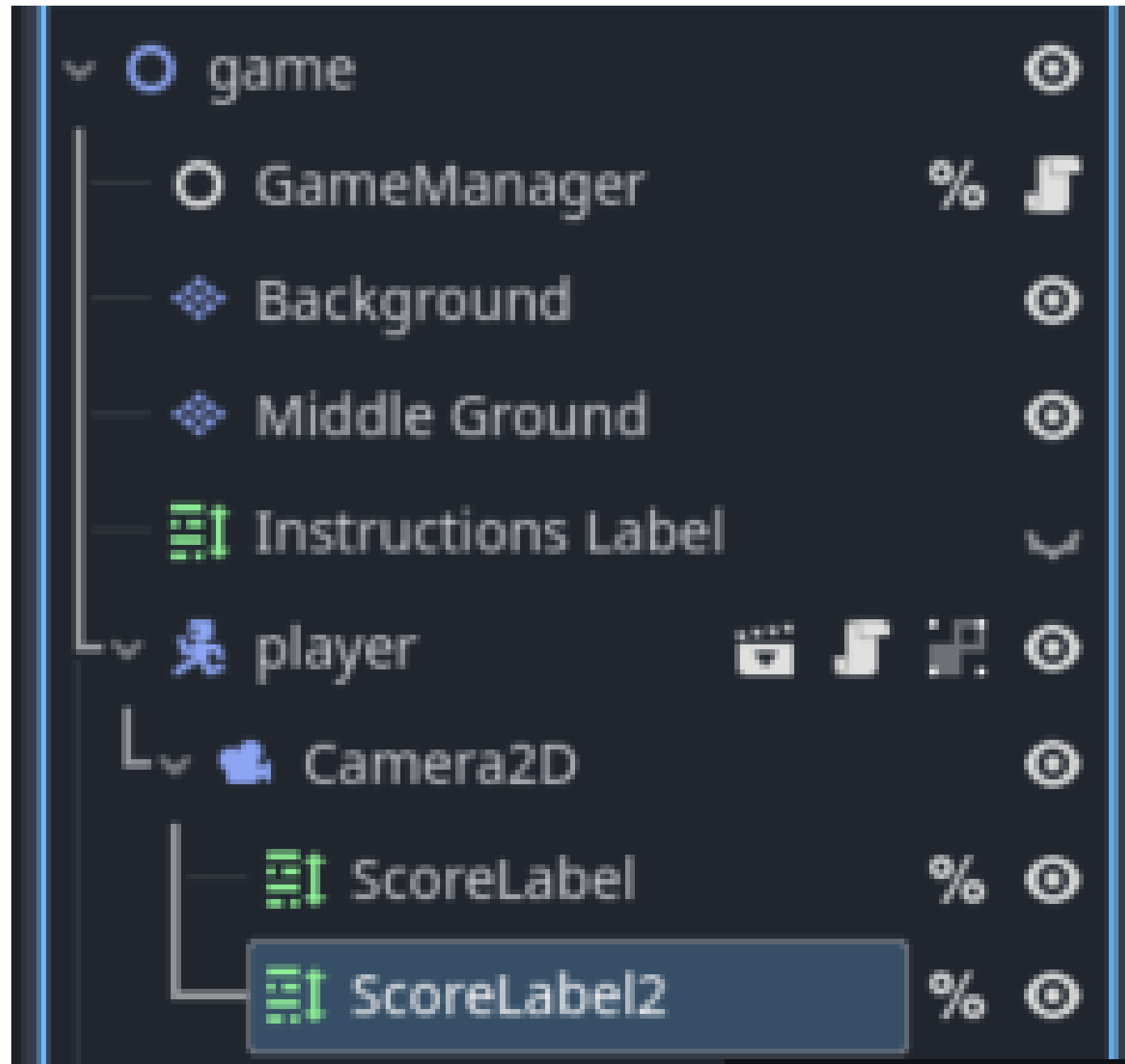
Add Second Pickup Text



In my game I have 2 pickups.

- Fireflies
- Avocados

Add Second Pickup Text



Create a new
RichTextLabel for the
second pickup text.
Make it a child of your
CAMERA2D

Name it ScoreLabel2

Add Second Pickup Text



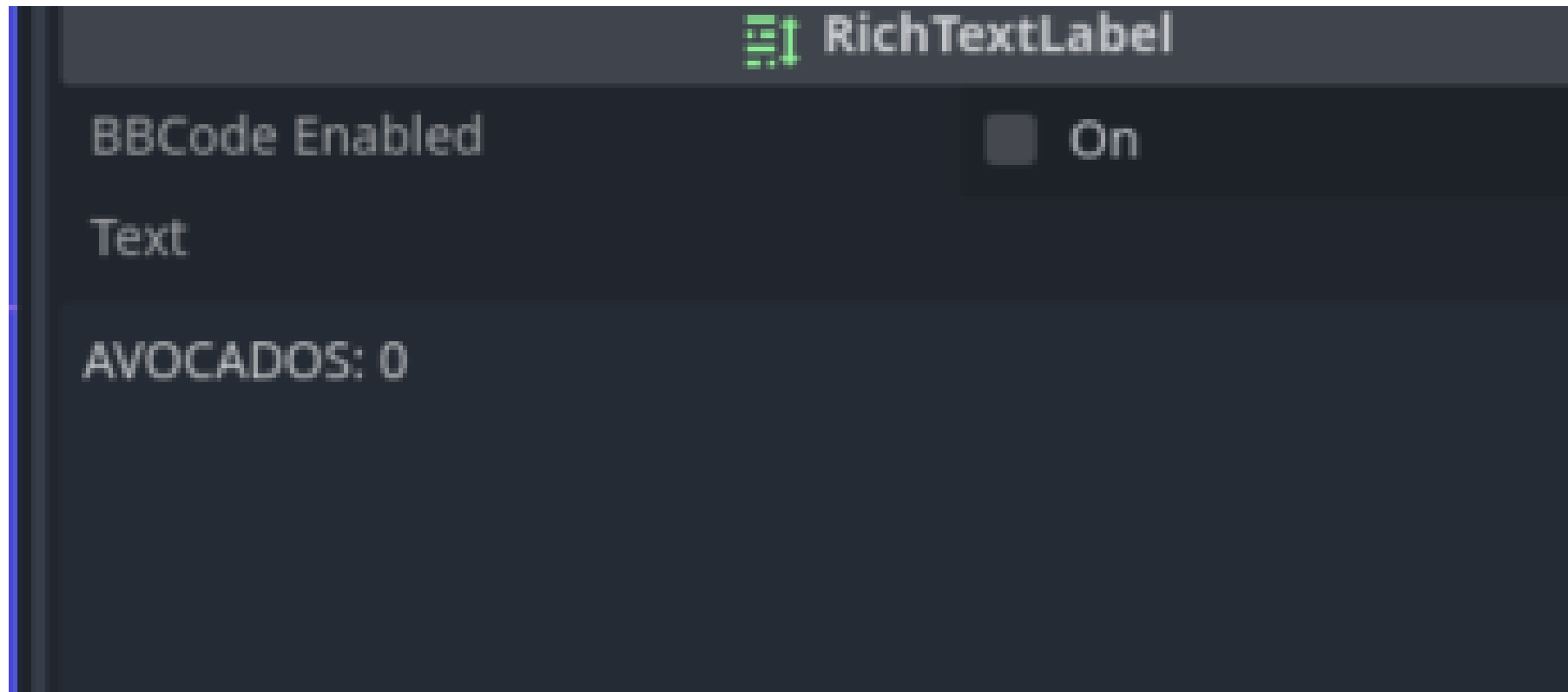
% Access as Unique Name



Right Click on the new ScoreLabel2 and choose Access as Unique Name.

You should now see a percent symbol next to your name.

Add Second Pickup Text



Add Text in this new ScoreLabel2 that names the type of pickup.

In my case it is Avocaods.

Add Second Pickup Text

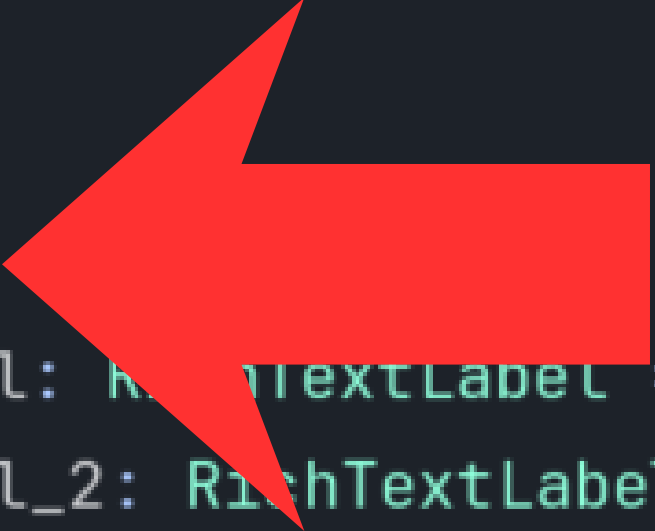
```
1  extends Node
2
3  var score = 0
4  var score_avocado = 0
5  @onready var score_label: RichTextLabel = %ScoreLabel
6  @onready var score_label_2: RichTextLabel = %ScoreLabel2
```

Go to your GameManager and double click the script.

While holding CONTROL drag the name of the ScoreLabel2 as a new variable.

Add Second Pickup Text

```
1  extends Node
2
3  var score = 0
4  var score_avocado = 0
5  @onready var score_label: RichTextLabel = %ScoreLabel
6  @onready var score_label_2: RichTextLabel = %ScoreLabel2
```



Now add a new variable for the score of your second pickup.

In my case it is `var score_avocado`

Add Second Pickup Text

```
8  ▼ func add_point():  
9      »     score += 1  
10     »  
11     »     score_label.text = "FIREFLIES: " + str(score)  
12     »  
13     »     print (score)  
14  
15  ▼ func add_point_avocado():
```



Create a new function for your new pickup.

```
func add_point_avocado():
```

*use a name that make sense for your pickup

Add Second Pickup Text

```
8  ▼ func add_point():
9      »    score += 1
10     »
11     »    score_label.text = "FIREFLIES: " + str(score)
12     »
13     »    print (score)
14
15  ▼ func add_point_avocado():
16     »    score_avocado += 1
17     »
18     »    score_label_2.text = "AVOCADOS: " + str(score_avocado)
19     »
20     »    print (score_avocado)
```

Four red arrows are pointing to the new function code. One arrow points to the function definition line (15), another points to the increment line (16), a third points to the text assignment line (18), and a fourth points to the print statement line (20).

You can copy paste the script from your previous function but you have to change the variables to match your new pickup!

```

1  extends Node
2
3  var score = 0
4  var score_avocado = 0
5  @onready var score_label: RichTextLabel = %ScoreLabel
6  @onready var score_label_2: RichTextLabel = %ScoreLabel2
7
8  func add_point():
9      »    score += 1
10     »
11     »    score_label.text = "FIREFLIES: " + str(score)
12     »
13     »    print (score)
14
15  func add_point_avocado():
16     »    score_avocado += 1
17     »
18     »    score_label_2.text = "AVOCADOS: " + str(score_avocado)
19     »
20     »    print (score_avocado)
21

```

Notice that the new variable

score_avocado is used in 3 different places in the new function.



Now go to your second pickup and add the code to connect it to the game manager.

```
1  extends Area2D
2  @onready var game_manager: Node = %GameManager
3
4
5  func _on_body_entered(body):
6      »    print("avocado collected")
7      »    game_manager.add_point_avocado()
8      »    queue_free()
9
```



In your second pickup, make sure that the Game Manager is a variable.



Make sure it is also calling on the new function you created.

Test your work! the Output window should show your function correctly adding the pickups.
The new ScoreLable2 should also show the text

```
avocado collected  
1  
avocado collected  
2  
firefly collected  
1  
firefly collected  
2
```

