

Games programming - saving high score to file

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6:14 AM

Step 1. Ask to input your name after game has ended IF your score is larger than the previous high score

Declare a new variable (top level) Dim playerName as String = ""

Make a label (name: nameLabel, font size 14) to display this variable underneath High Score

Under Time1_Tick event handler

```
If lives =0
```

```
    If score>highScore
```

```
        playerName = InputBox("Enter your name", "Enter your name")
```

```
        nameLabel.Text = "Top player: " & playerName
```

Step 2. Make your program write to the highScore and playerName to a text file

Declare variable under Timer1_Tick

```
Dim FileNum As Integer
```

Under IF score>highscore

```
    FileNum = FreeFile()
```

```
    Debug.Print(FileNum)
```

```
    FileOpen(FileNum, "score.txt", OpenMode.Output)
```

```
    PrintLine(FileNum, playerName)
```

```
    PrintLine(FileNum, highScore)
```

```
    FileClose(FileNum)
```

Step 3. Load high score and player name from beginning of game

Under Form1_Load event handler

```
    Dim FileNum As Integer = FreeFile()
```

```
    FileOpen(FileNum, "score.txt", OpenMode.Input)
```

```
    playerName = LineInput(FileNum)
```

```
    highScore = LineInput(FileNum)
```

```
    FileClose(FileNum)
```

```
    nameLabel.Text = "Best Player: " & playerName
```

```
    highScoreLabel.Text = "High Score: " & highScore
```