Fish Chomp is a game where players try to catch as many fish as they can by guiding a sprite with the mouse. In this activity, you will remix Fish Chomp by adding a score with variables.

**START HERE**

- Go to the Fish Chomp project page: [http://scratch.mit.edu/projects/10859244](http://scratch.mit.edu/projects/10859244)
- Click on the Make a Variable button in the Data category to create and name a variable for score.
- Experiment with your new variable blocks to incorporate score into your project!

**FEELING STUCK?**

- Not sure how to work with variables? Check out this project for more information: [http://scratch.mit.edu/projects/2042755](http://scratch.mit.edu/projects/2042755)
- Or take a look at this video: [http://youtu.be/uXq379XkhVw](http://youtu.be/uXq379XkhVw)
- Explore and study code in games that use score to learn more about creating variables and incorporating score into a project.

**FINISHED?**

- Add your project to the Fish Chomp Remix studio: [http://scratch.mit.edu/studios/475615](http://scratch.mit.edu/studios/475615)
- Challenge yourself to do more! How can you use score to add difficulty to your game design?
- Find a game you are inspired by and remix it!