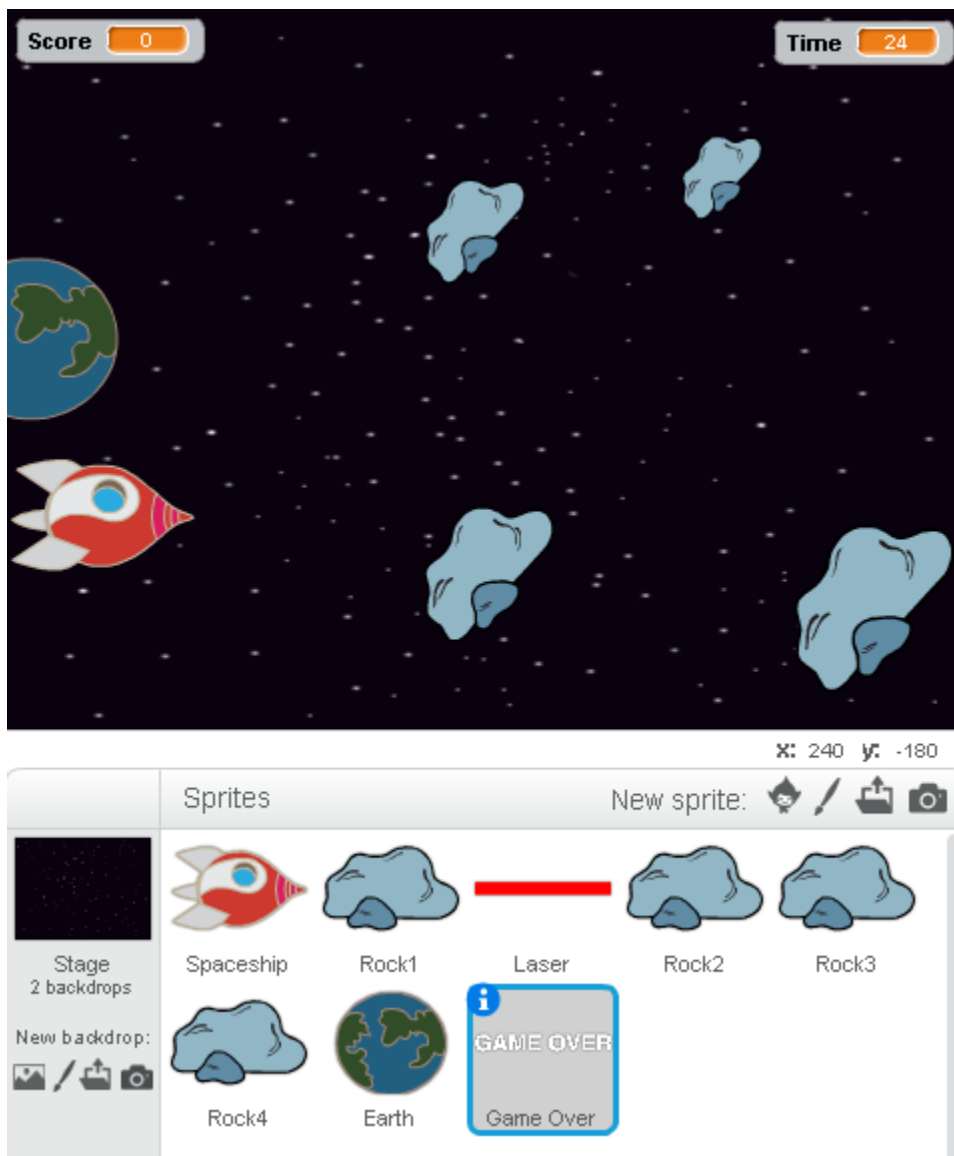


SHOOTING ASTEROIDS GAME

Here is the link to this project on Scratch website:

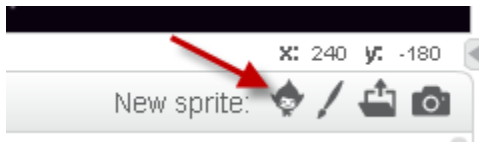
<http://scratch.mit.edu/projects/23485890/>



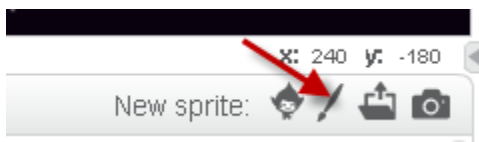
1. Create a **New Project** by signing in into the **Scratch website** and clicking on **'Create'**. (click 'Join Scratch' if you don't have an account on Scratch website – it's free)

<http://scratch.mit.edu/>

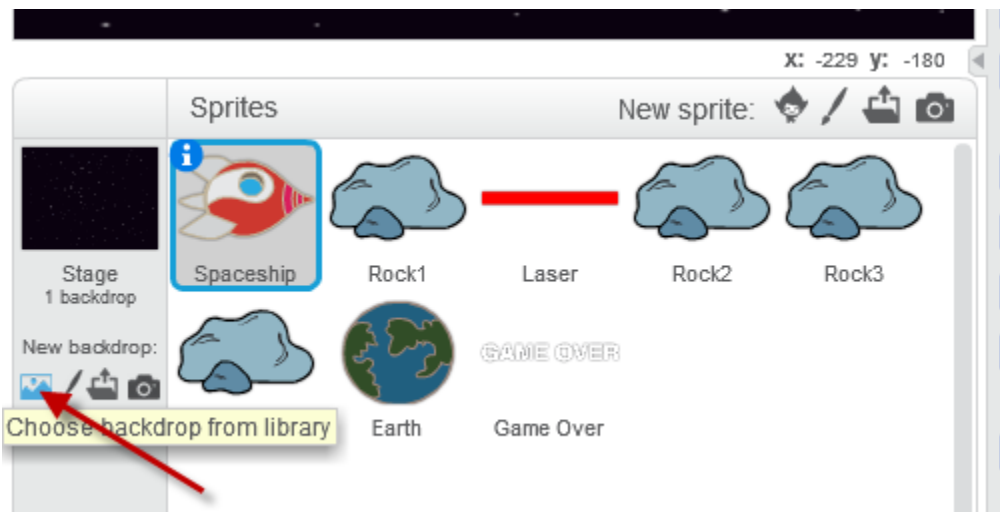
2. Create the following Sprites - choosing from the library:
Spaceship, Rock1, Rock2, Rock3, Rock4 and **Earth**



3. Create the following Sprites – by painting a new sprite:
Laser (just a line) and **Game Over** (just text).

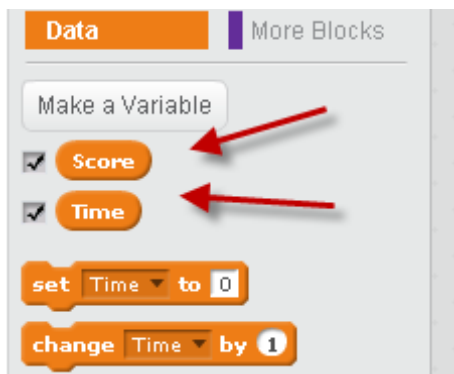


4. Add a **backdrop** (background) to your project by clicking on the 'Choose backdrop from library' icon.
Select the **stars** backdrop from the library and click OK.





5. Create 2 variables: **Score** and **Time**



6. Add the following scripts to the **Spaceship**



7. Add the following scripts to **Rock1** – copy then the same scripts to **Rock2**, **Rock3** and **Rock4**

The image shows two Scratch scripts. The first script, for Rock1, starts with a 'when green flag clicked' block, followed by a 'wait pick random 0 to 3 secs' block, a 'show' block, and a 'go to x: 260 y: pick random -180 to 180' block. A 'forever' loop contains a 'repeat until' block with conditions 'x position < -220' or 'touching Laser?'. Inside the loop, there is a 'change x by -5' block. After the loop, there is an 'if touching Laser?' block with a 'then' clause containing 'hide' and 'change Score by 1' blocks. The script ends with a 'go to x: 260 y: pick random -180 to 180' block and a 'show' block. The second script, for Rock2, starts with a 'when green flag clicked' block followed by a 'forever' loop containing a 'turn 8 degrees' block.

8. Add the following scripts to Laser

The image shows two Scratch scripts for the Laser object. The first script starts with a 'when space key pressed' block, followed by 'go to Spaceship', 'show', and 'play sound laser1' blocks. The second script starts with a 'when green flag clicked' block followed by a 'go back 5 layers' block. Both scripts share a common 'repeat until' block with conditions 'touching edge?' or 'touching Rock3?' or 'touching Rock4?' or 'touching Rock1?' or 'touching Rock2?'. Inside this loop is a 'move 30 steps' block. The script ends with a 'hide' block.

9. Add the following scripts to 'Game Over'

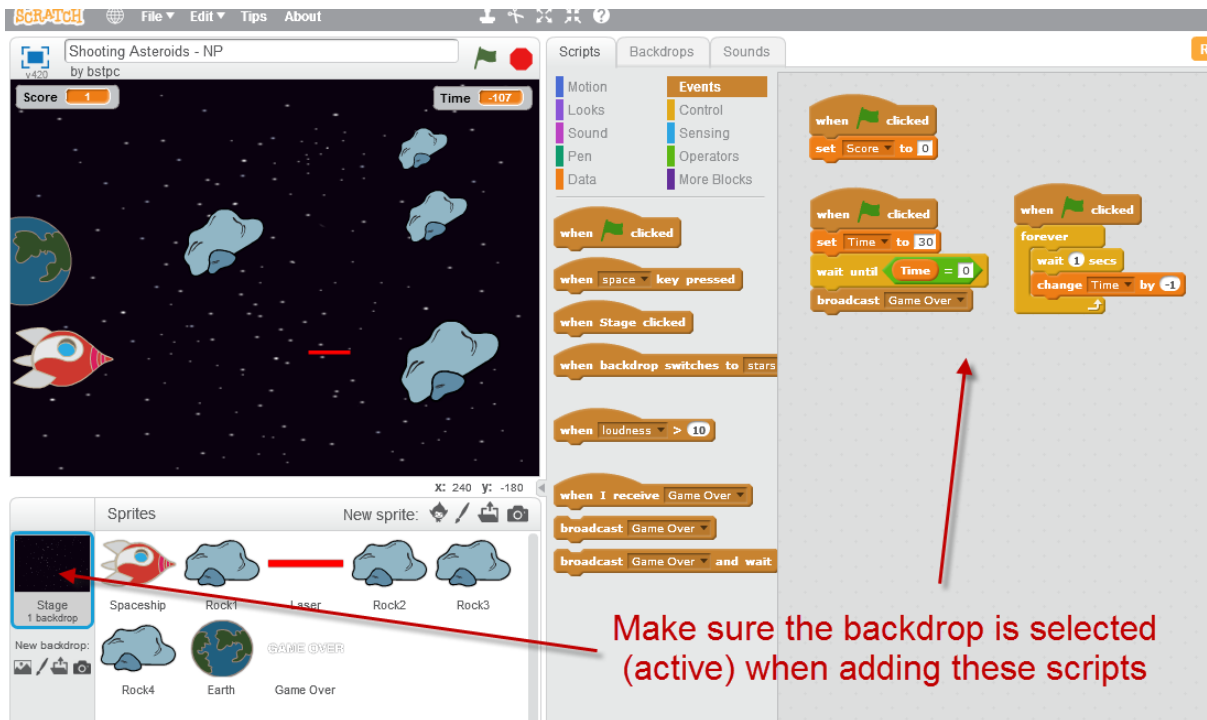


10. Add the following script to Earth



11. Add the following scripts to the **stars** backdrop (make sure the backdrop is selected when adding these scripts)





Instructions how to play:

Use the "Up" and "Down" arrow keys to move the Spaceship's position up and down.

Press the 'Space' key to shoot the laser.

The Score will increase by one every time you shoot down an asteroid.

The game finishes when the Time countdown reaches 0.