

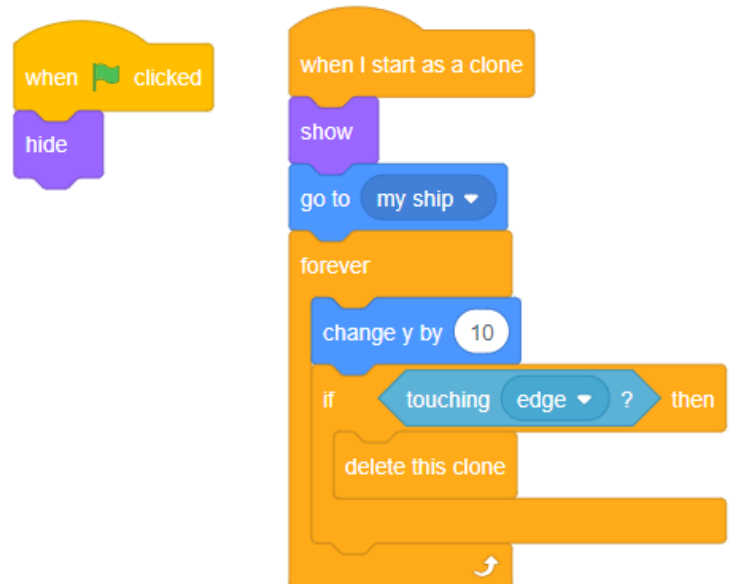
GALAGA

Another classic title from the golden age of arcade games, Galaga is a fast-paced successor to Space Invaders, with enemies that spiral and swirl across the screen before plunging suicidally down onto your ship. This version is loosely based on the 1981 original, with all the original graphics and sound effects, but with simplified game mechanics that will make the code more understandable to novice programmers. You can find the starter file for this project [here](#).

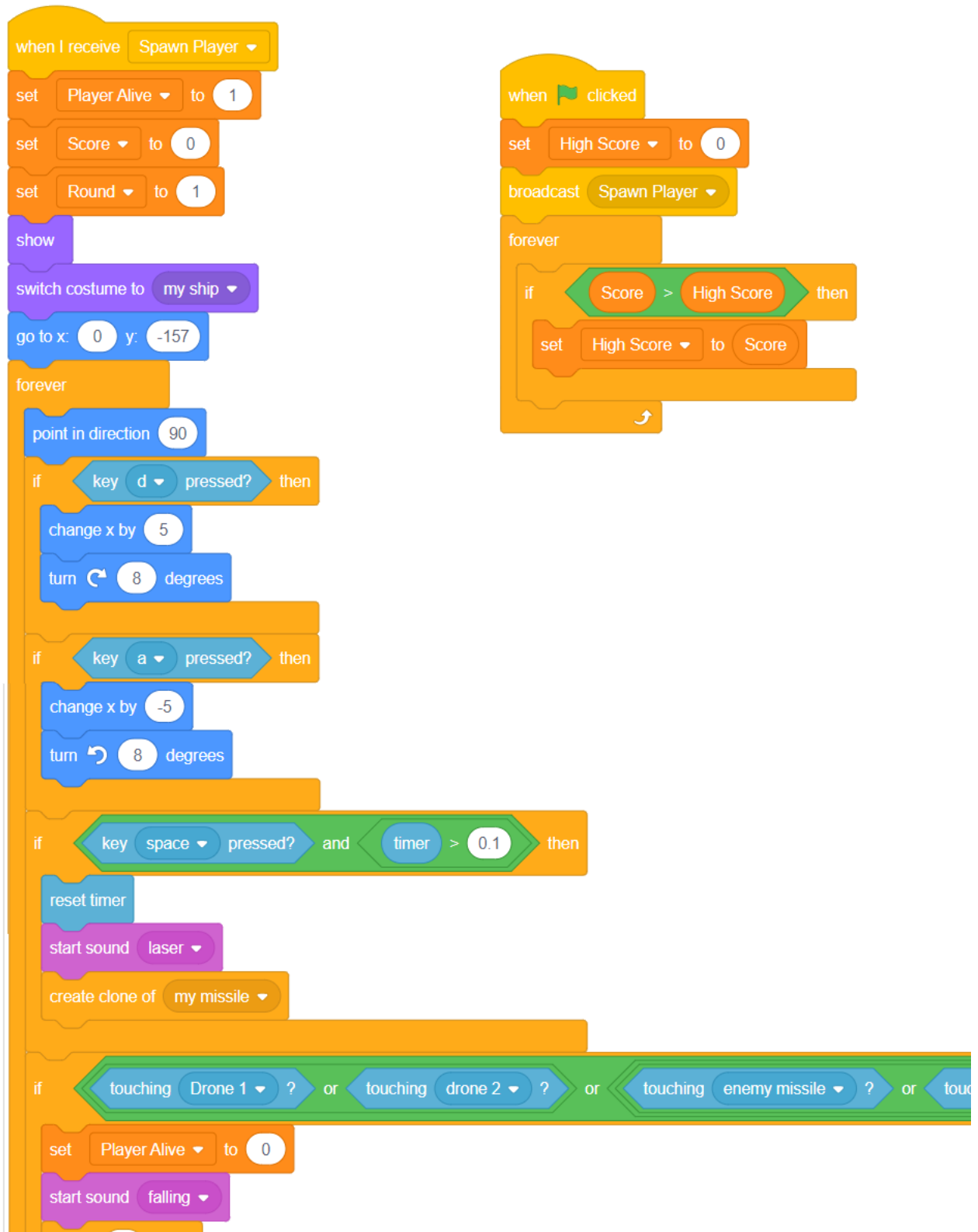
GAME LOGO



MY MISSILE



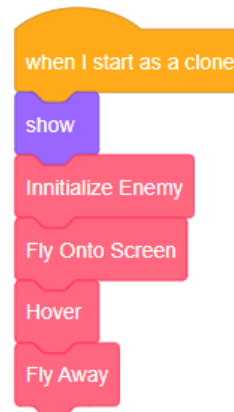
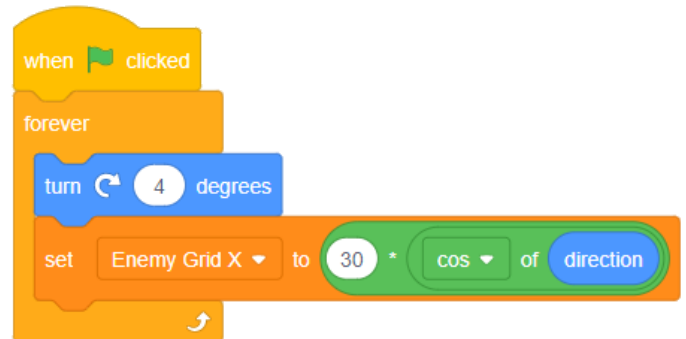
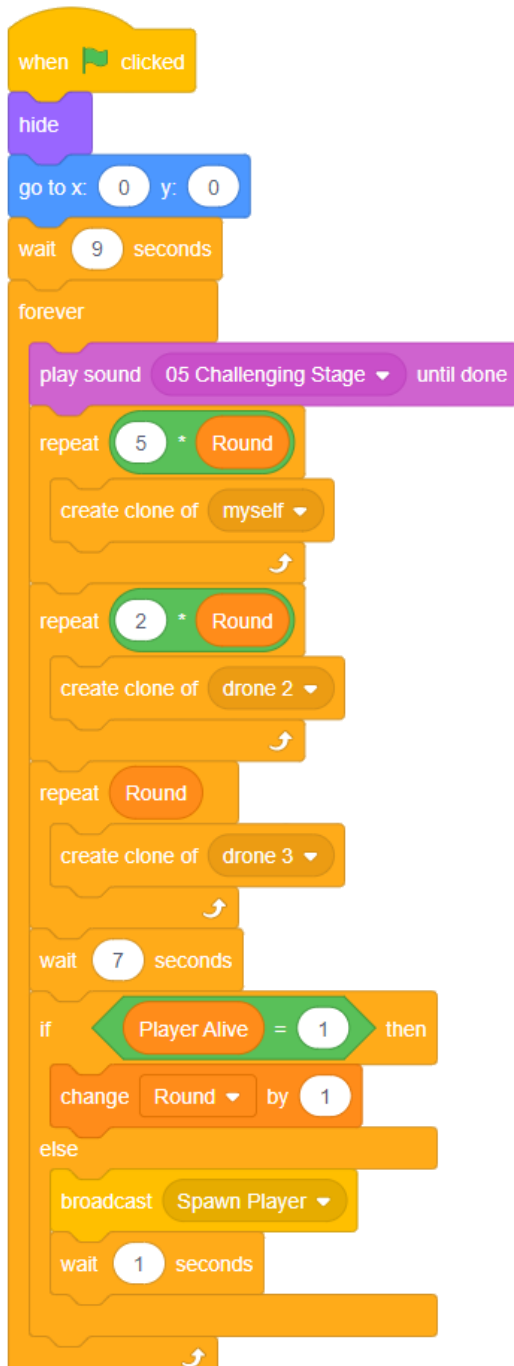
MY SHIP



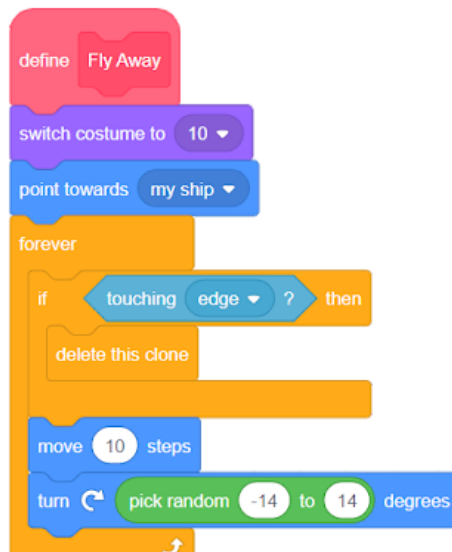
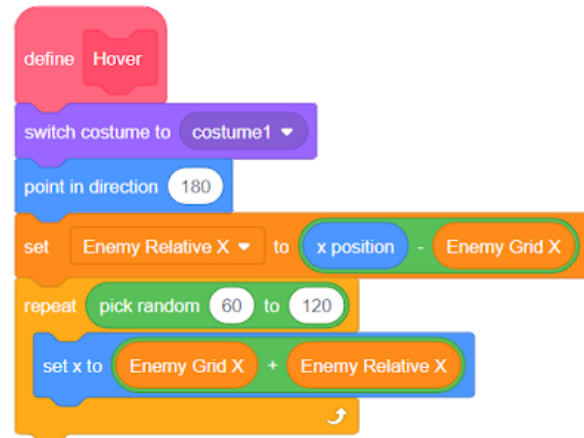
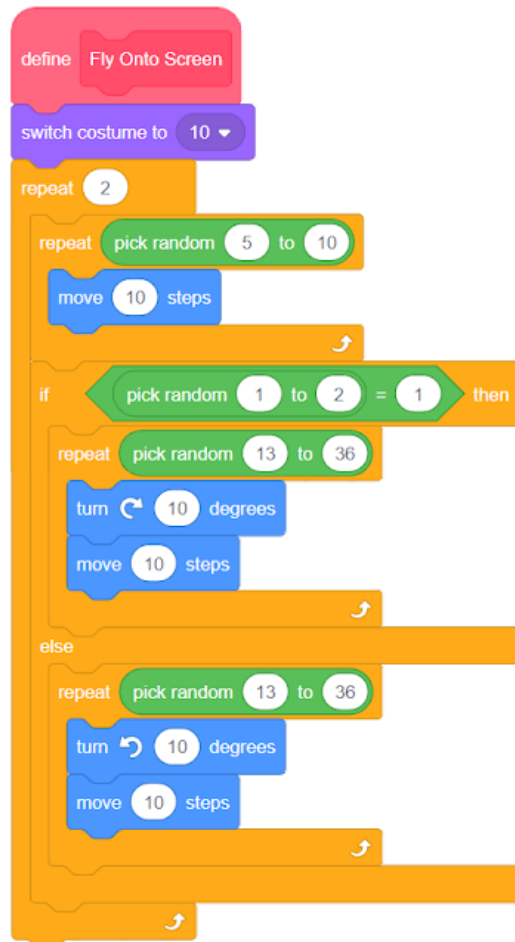
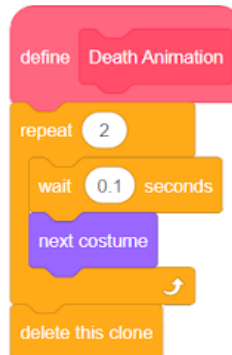
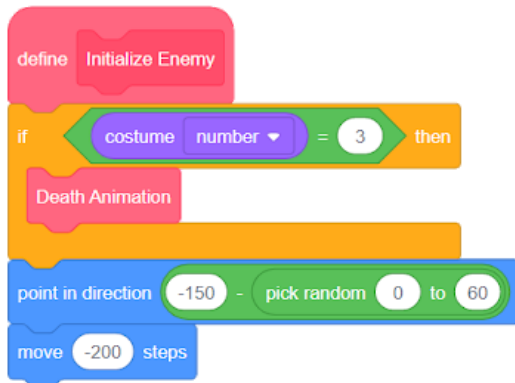
MY SHIP (CONT)



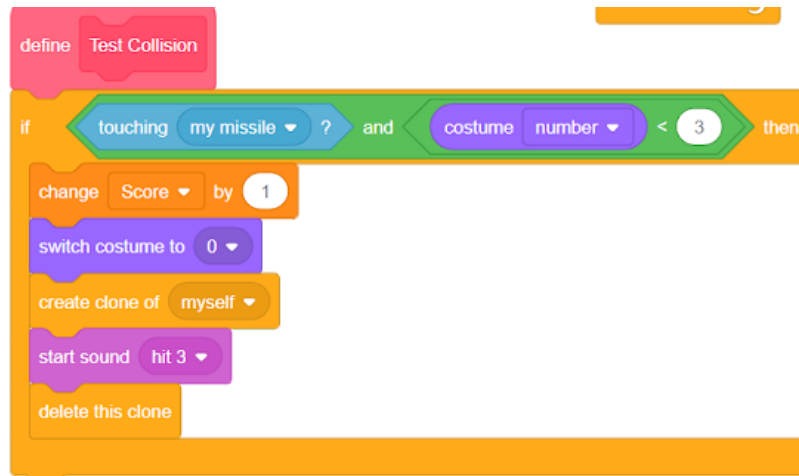
DRONE 1



DRONE 1 (PAGE 2)



DRONE 1 (PAGE 3)



DRONE 2

Copy drone 1 and modify as detailed below. Code that doesn't need mods has been omitted

Copy of Drone 1.

Remember to change costume names to equivalents on this sprite. Costume #s are the same.

define Initialize Enemy

set Shooting to 0

if costume number = 3 then

Death Animation

if costume number = 6 then

Shoot Self As Bullet

point in direction -150 - pick random 0 to 60

move -200 steps

define Hover

set Shooting to 1

switch costume to 8

point in direction 180

set Enemy Relative X to x position - Enemy Grid X

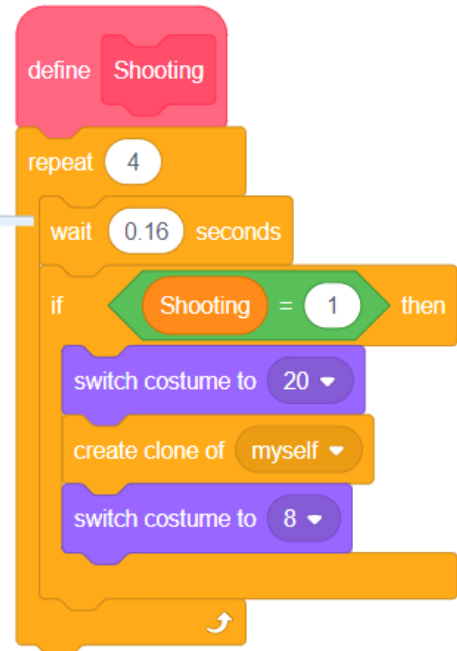
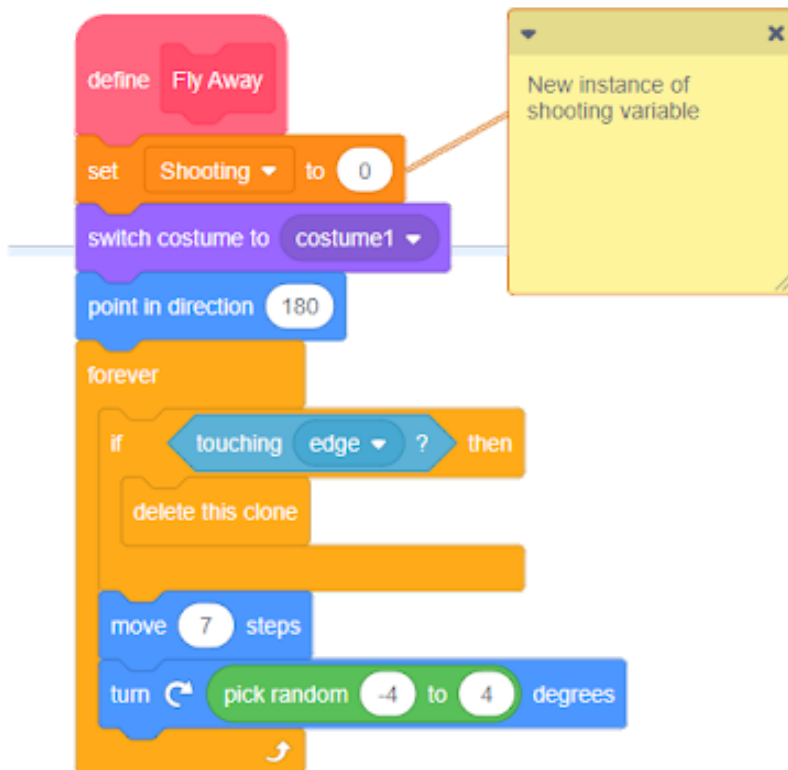
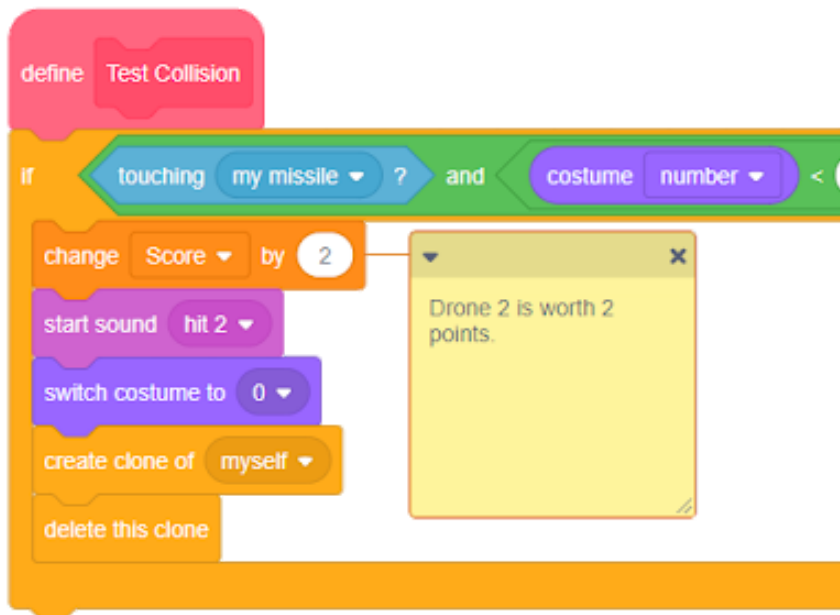
repeat pick random 60 to 120

set x to Enemy Grid X + Enemy Relative X

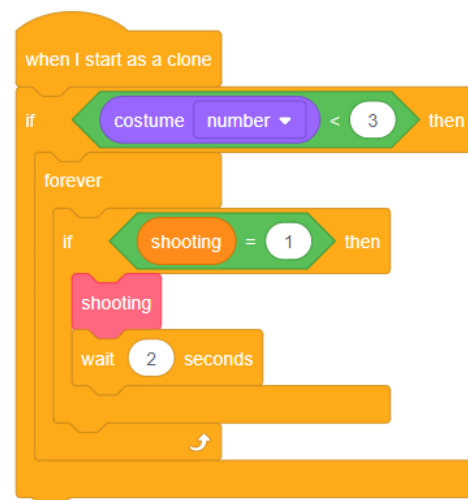
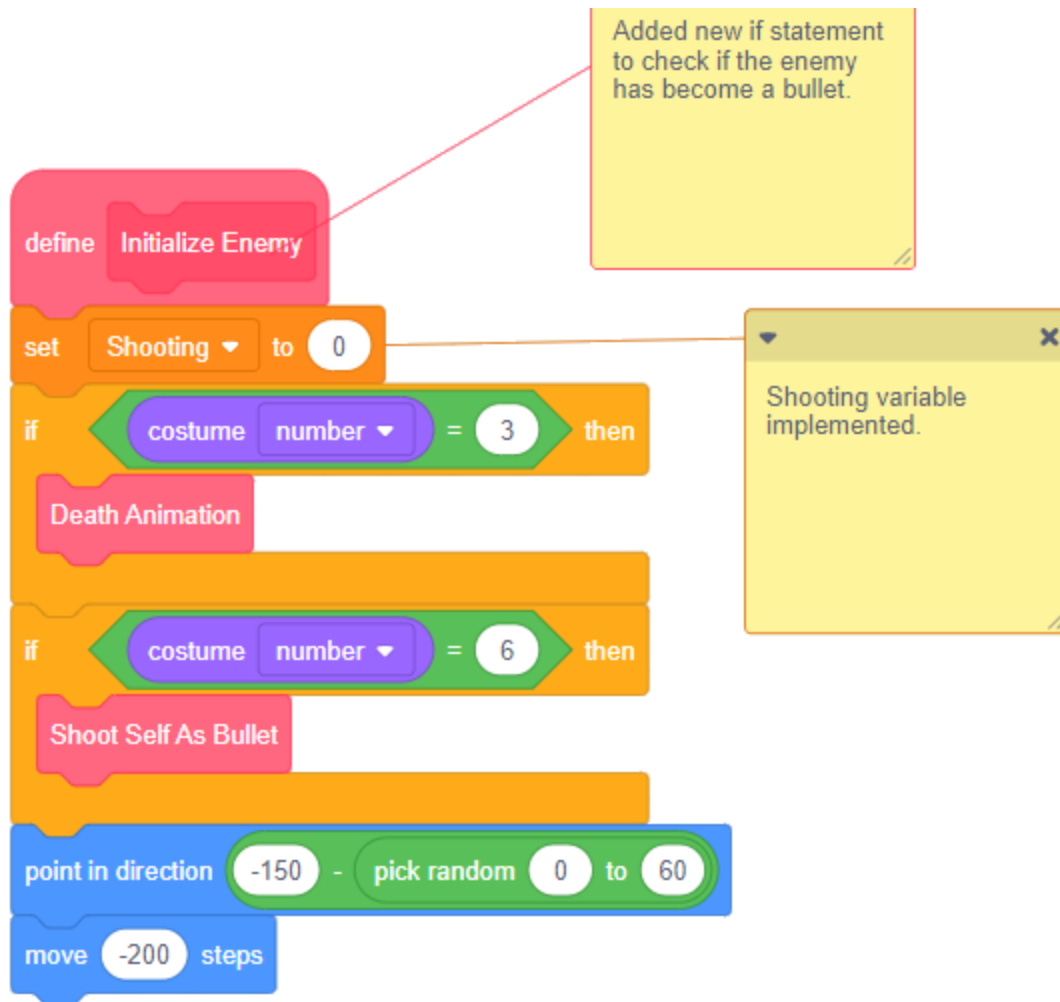
Added new if statement to check if the enemy has become a bullet.

Shooting variable implemented.

New instance of shooting variable



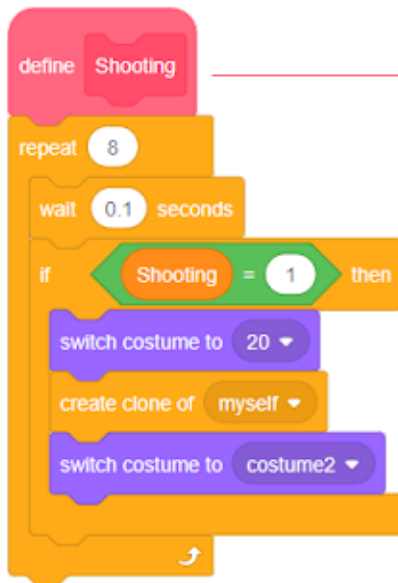
DRONE 2 (CONT)



DRONE 3

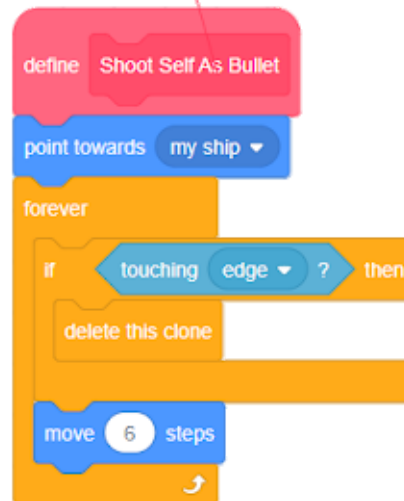
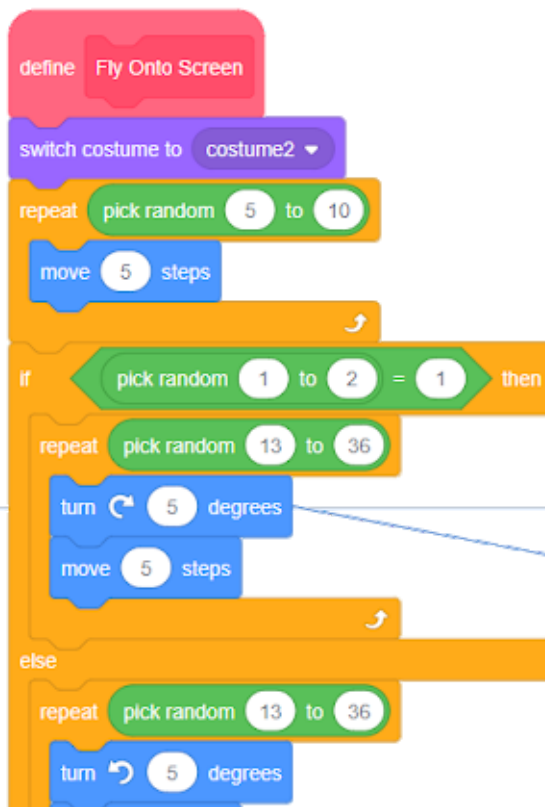
Copy drone 2 and modify as detailed below

Copy of Drone 2.
Has directional bullets and health.



Burst repeat has been doubled and wait time has been reduced.

Bullets are slower but aim at player.



drone 3's turns are 5 degs instead of 10.
drone 3's moves are also 5 instead of 10.
Also the outermost repeat has been

DRONE 3(CONT)

