ONLINE LESSON SUMMARY

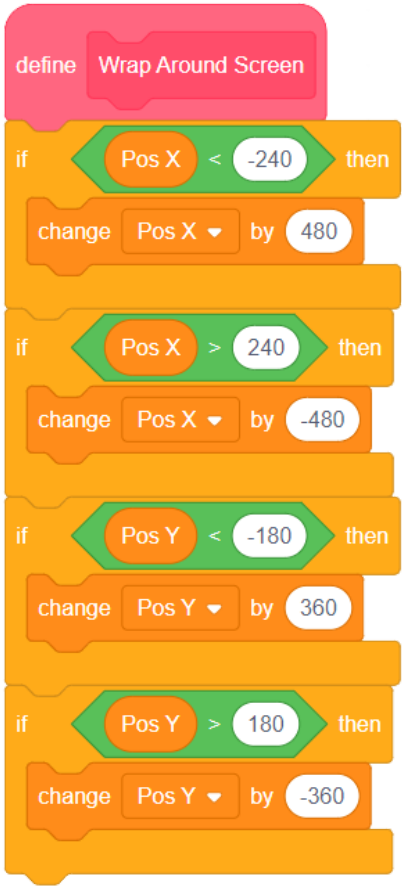
JUNE 10, 2020

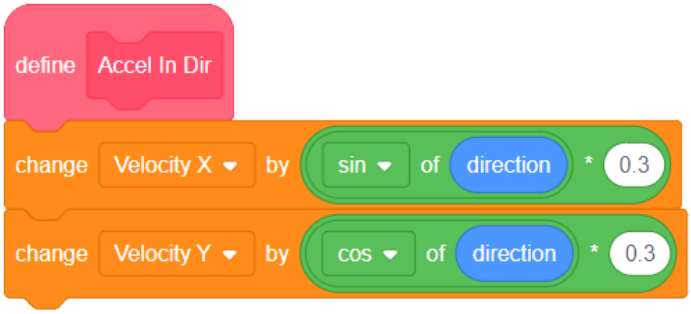
CHROME WORKS e-Learning Lab

ASTEROIDS

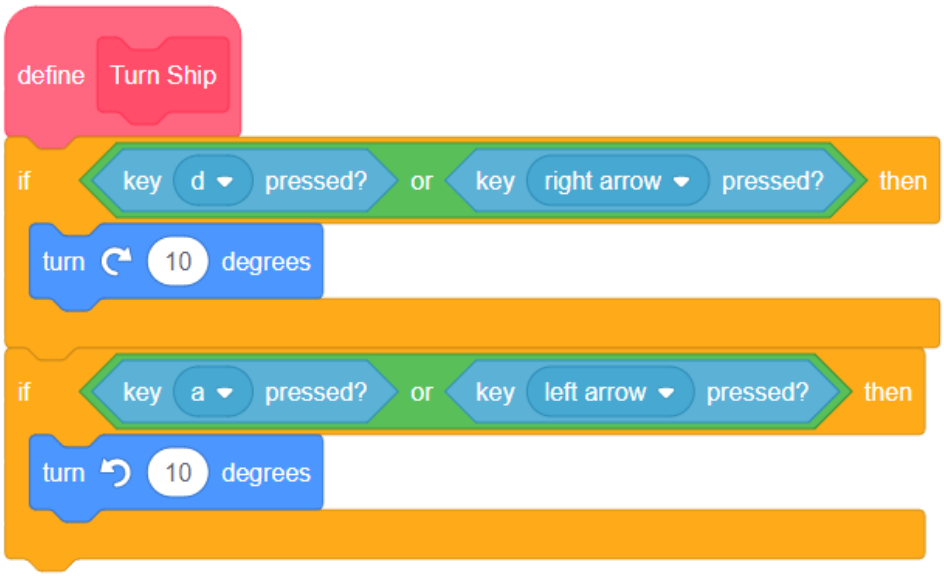
Guide your spaceship through a perilous asteroid field while being hunted by UFOs in this 1979 arcade classic. You can find the starter file for this project here.

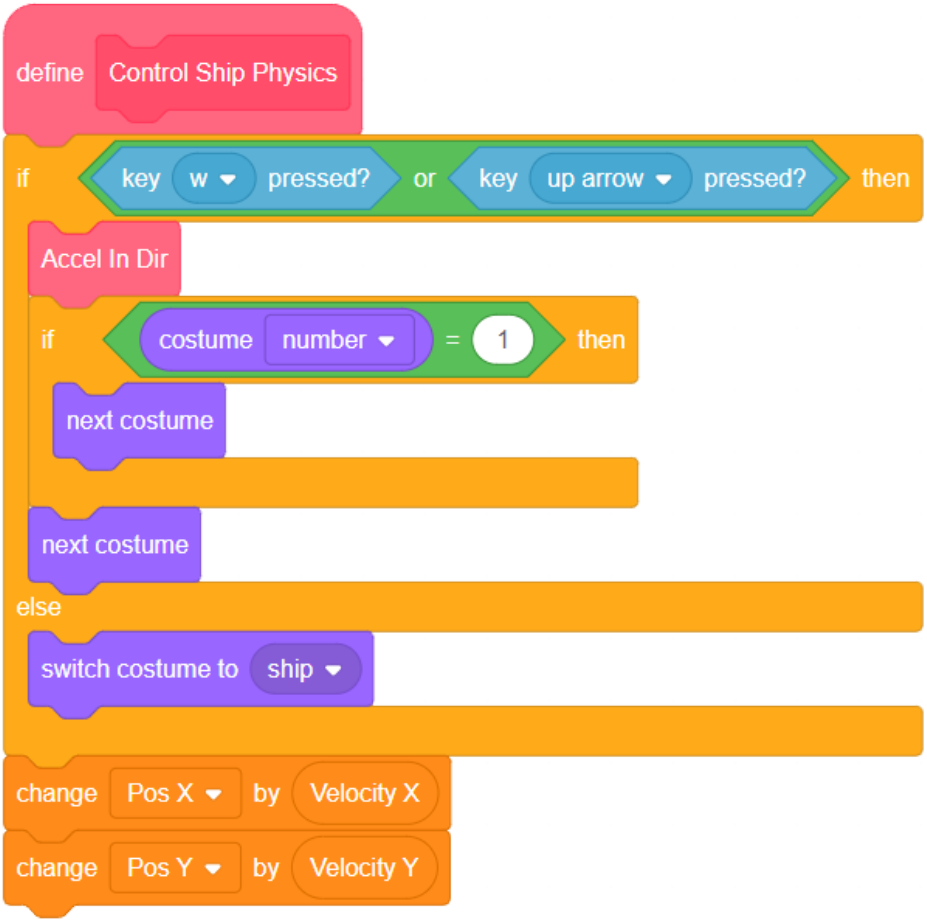
MY SHIP



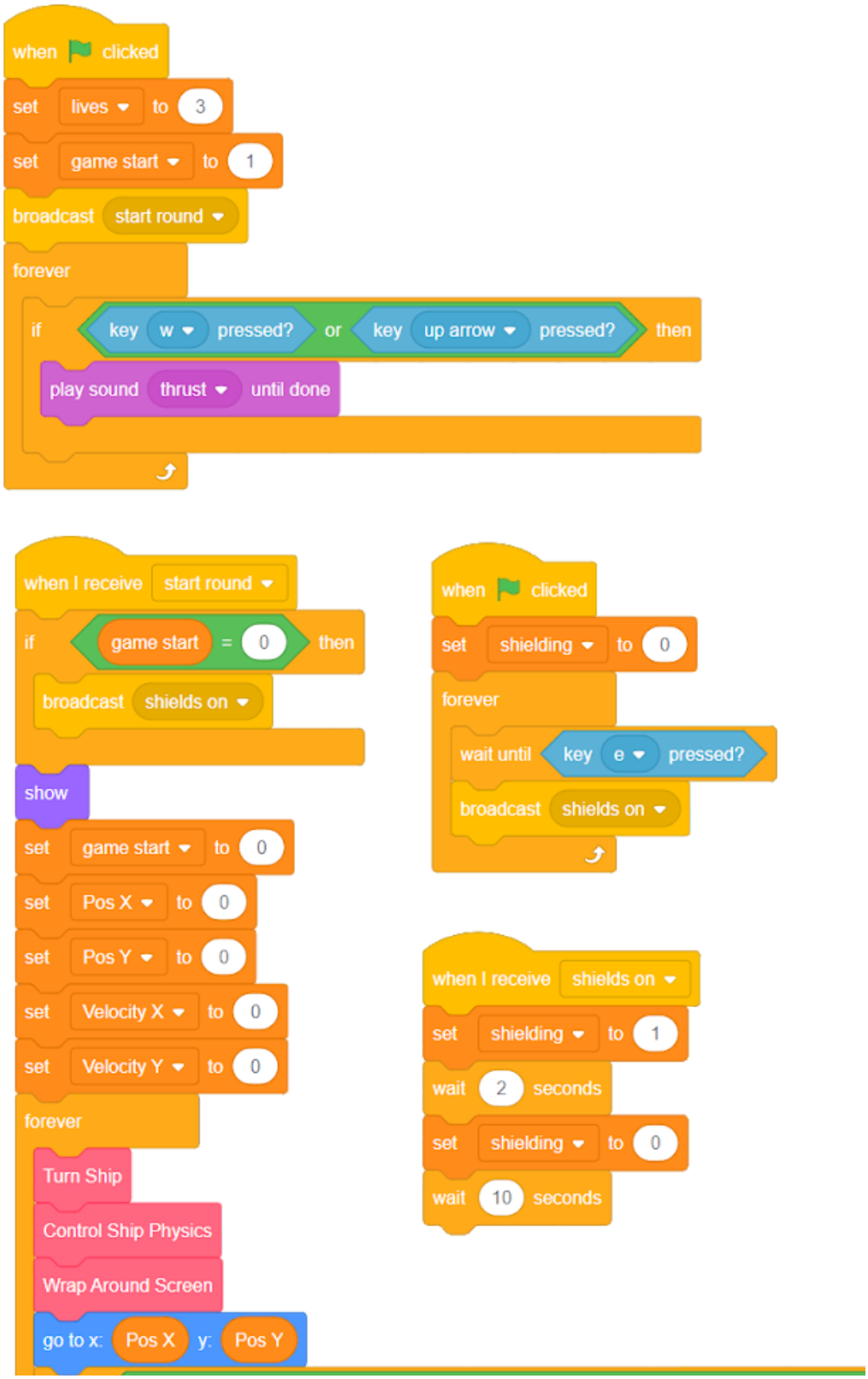


MY SHIP (P2)

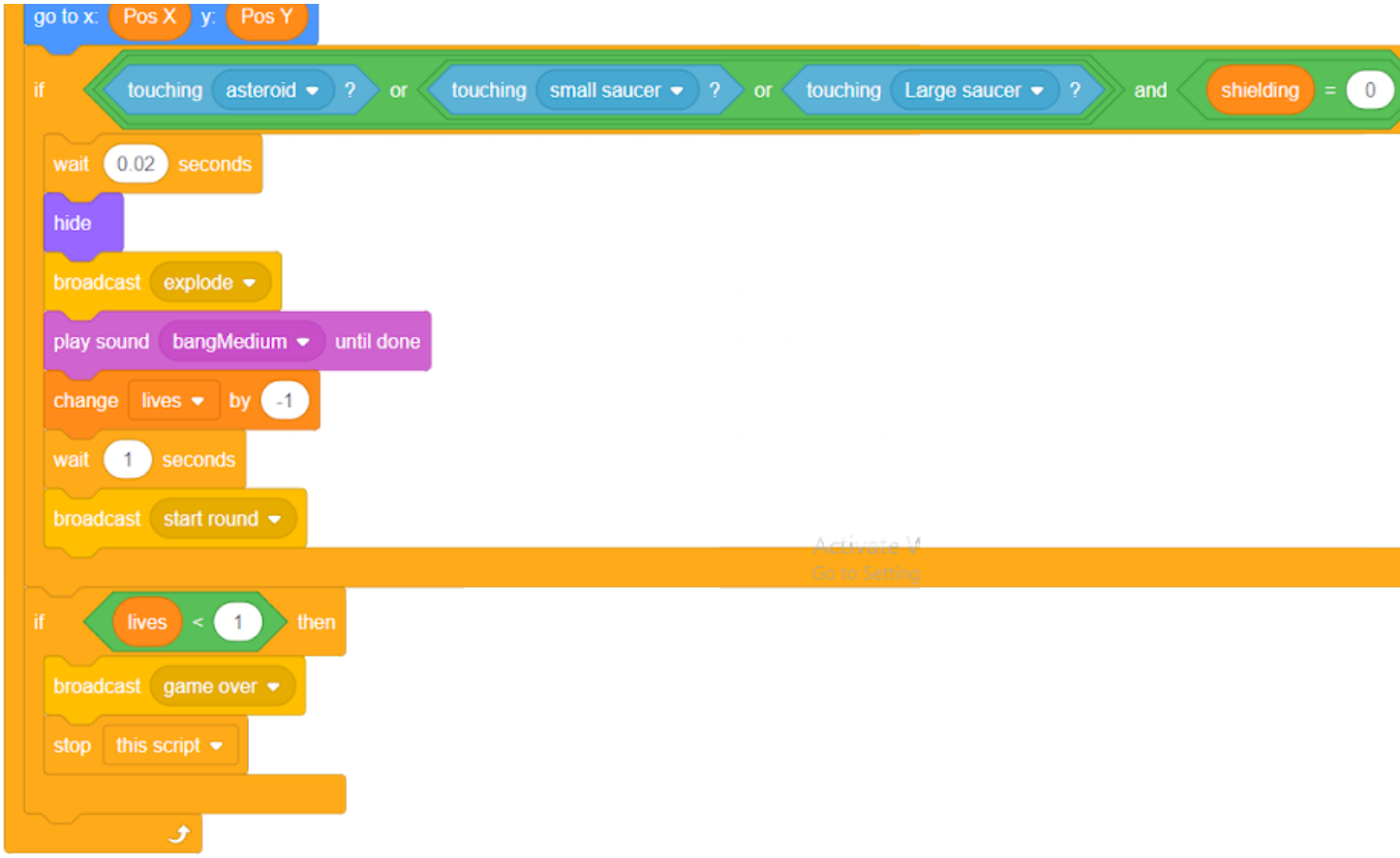

define Turn Ship
if key d pressed? or key right arrow pressed? then
turn 10 degrees
if key a pressed? or key left arrow pressed? then
turn 10 degrees


define Control Ship Physics
if key w pressed? or key up arrow pressed? then
Accel In Dir
if costume number = 1 then
next costume
next costume
else
switch costume to ship
change Pos X by Velocity X
change Pos Y by Velocity Y

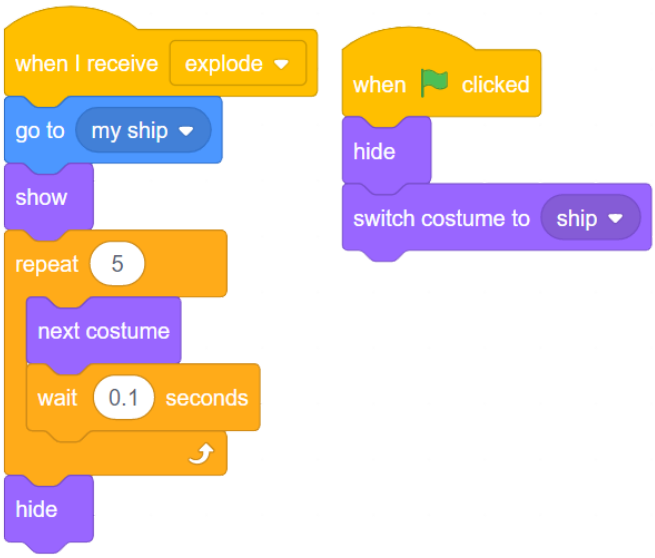
MY SHIP (P3)


when clicked
set lives to 3
set game start to 1
broadcast start round
forever
if key w pressed? or key up arrow pressed? then
play sound thrust until done
when I receive start round
if game start = 0 then
broadcast shields on
show
set game start to 0
set Pos X to 0
set Pos Y to 0
set Velocity X to 0
set Velocity Y to 0
forever
Turn Ship
Control Ship Physics
Wrap Around Screen
go to x: Pos X y: Pos Y
when clicked
set shielding to 0
forever
wait until key e pressed?
broadcast shields on
when I receive shields on
set shielding to 1
wait 2 seconds
set shielding to 0
wait 10 seconds

MY SHIP (P4)

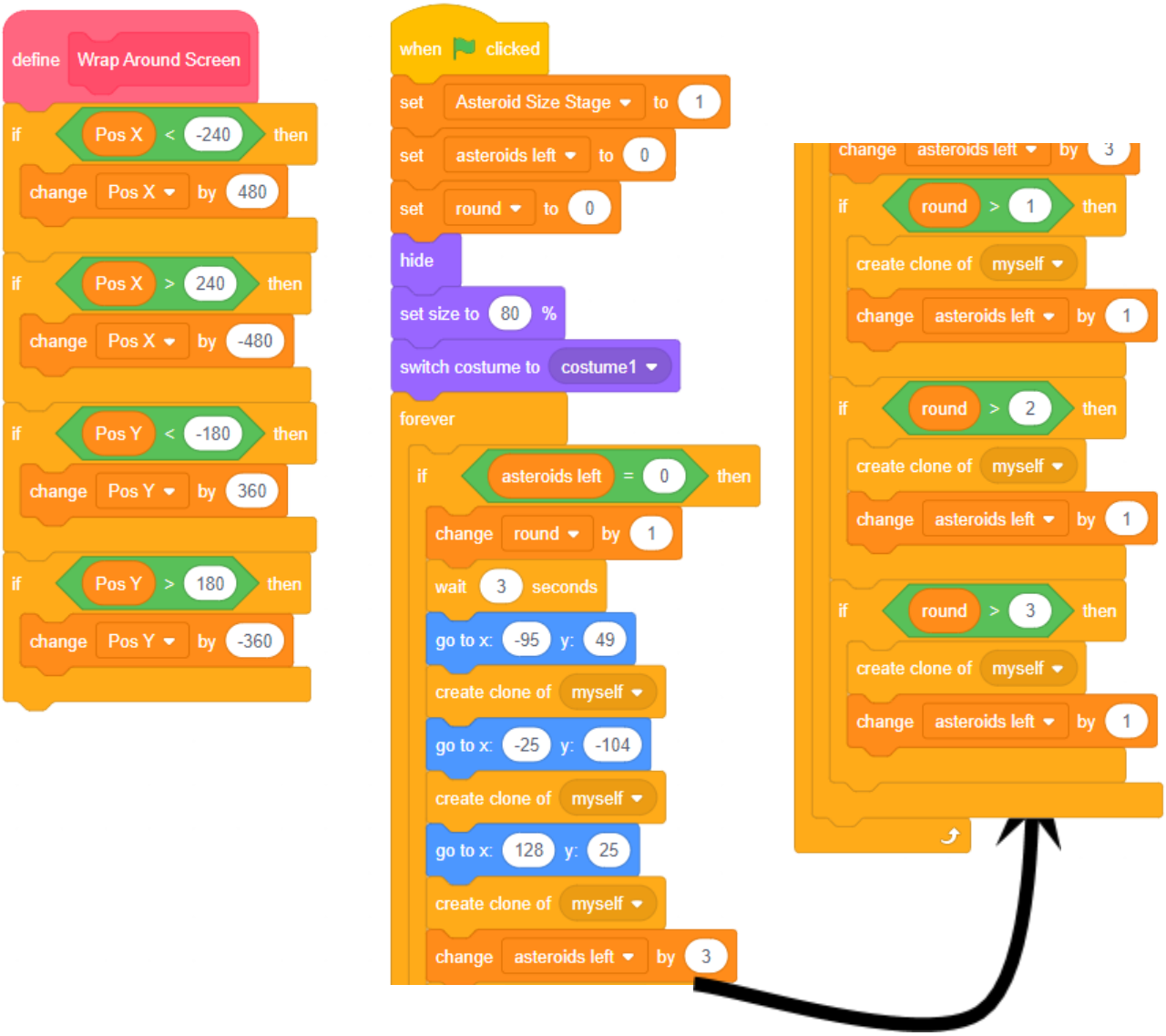


EXPLODED

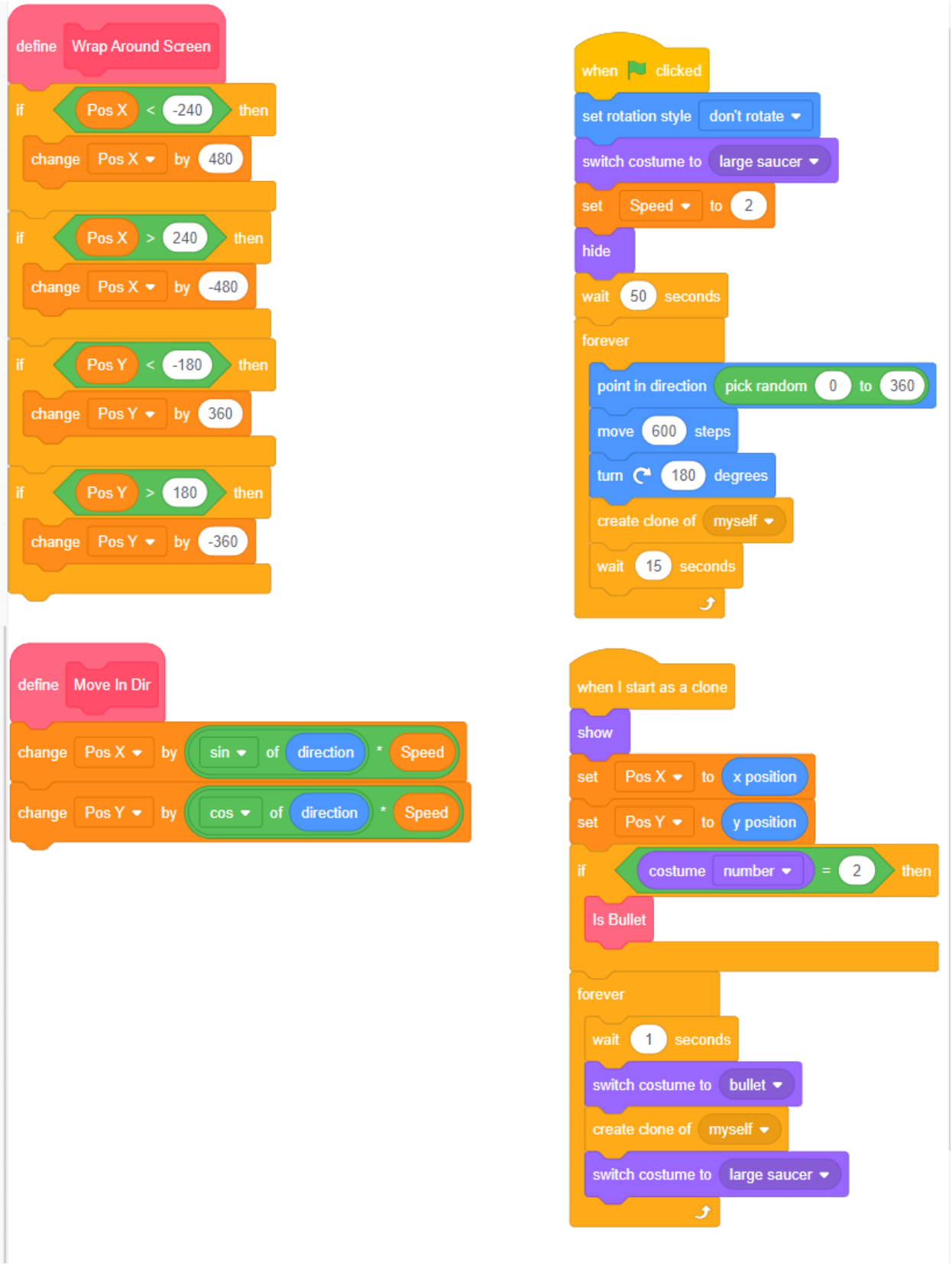


ASTEROIDS (P1)

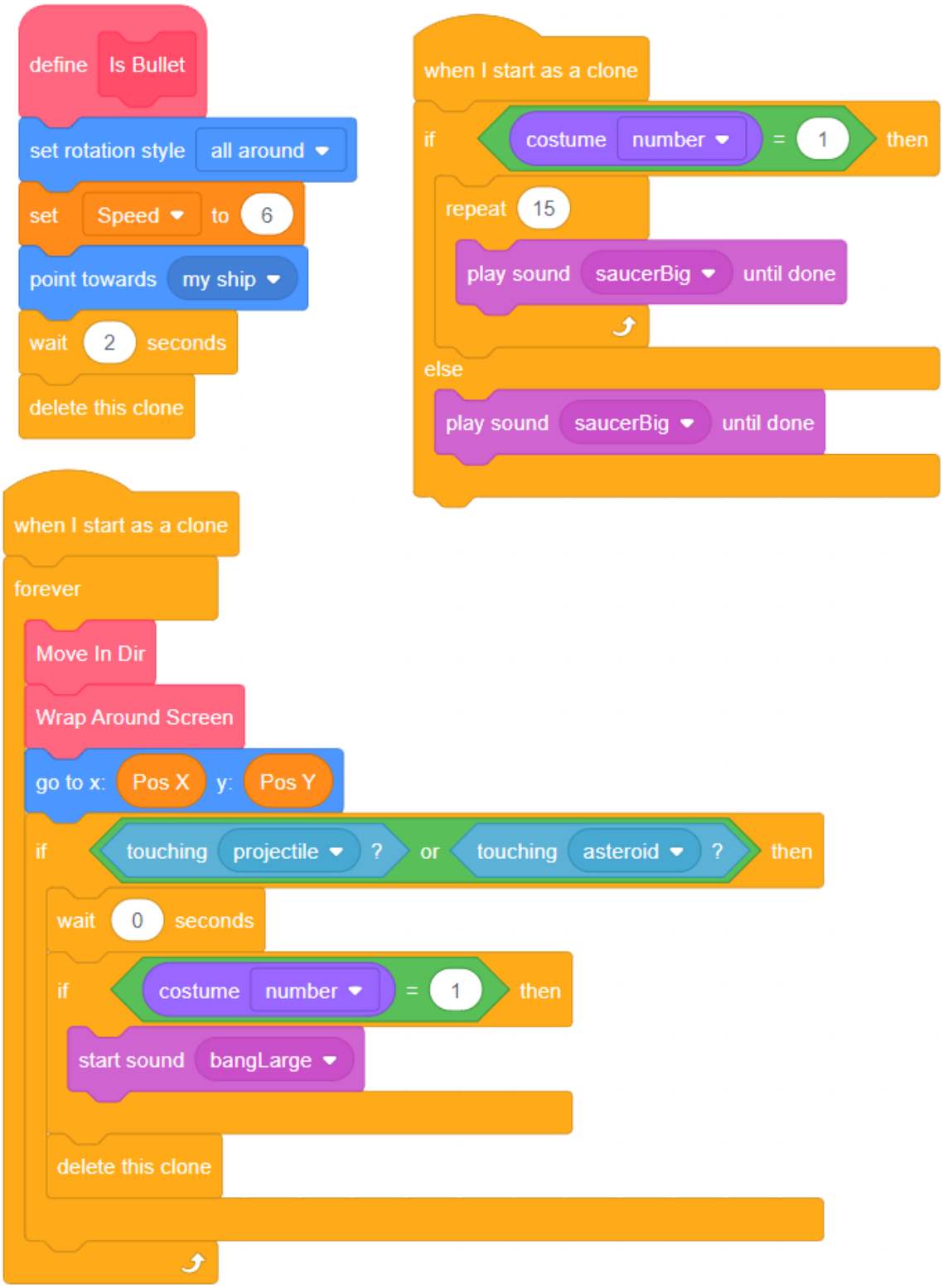
ASTEROIDS (P2)



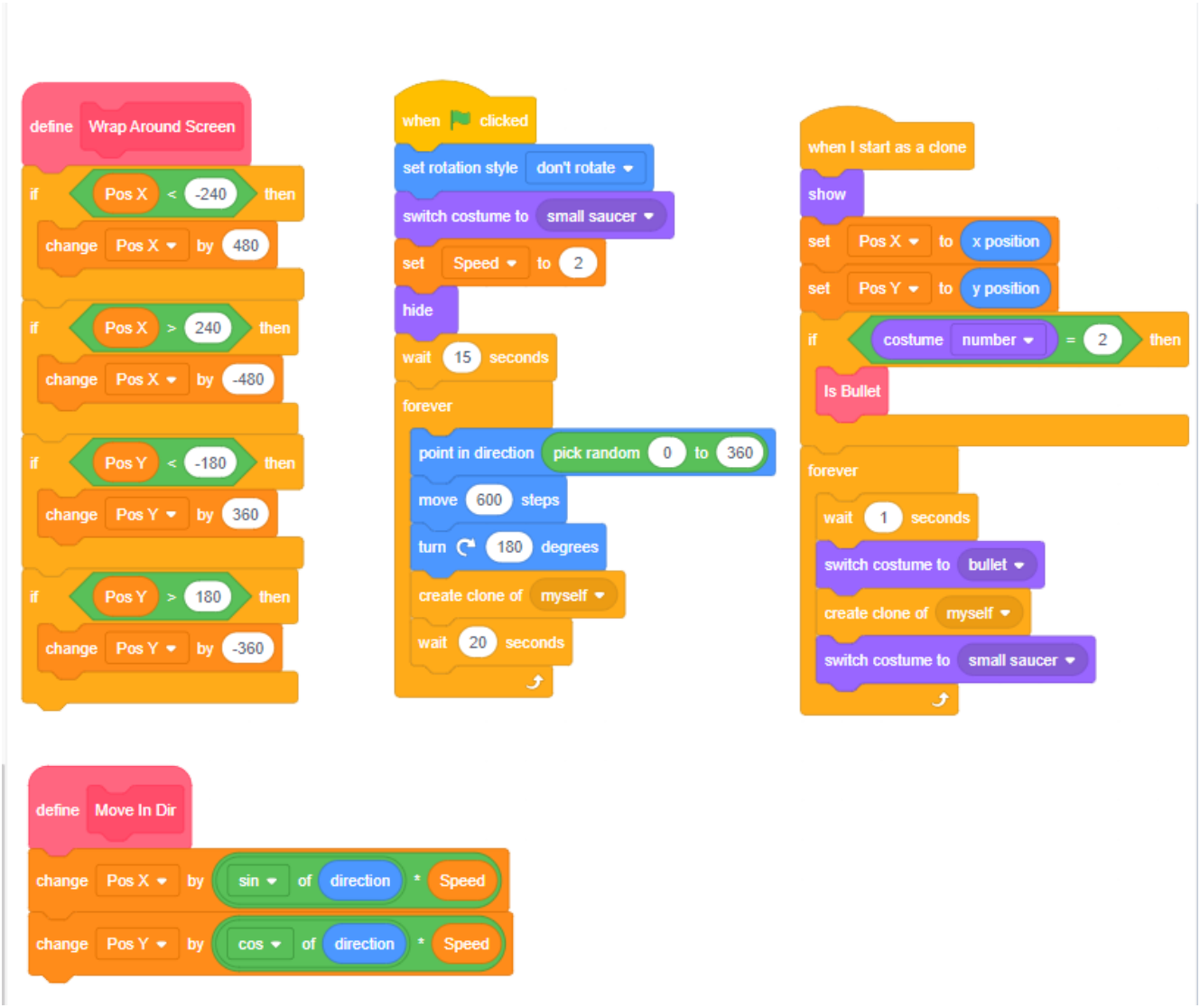
LARGE SAUCER



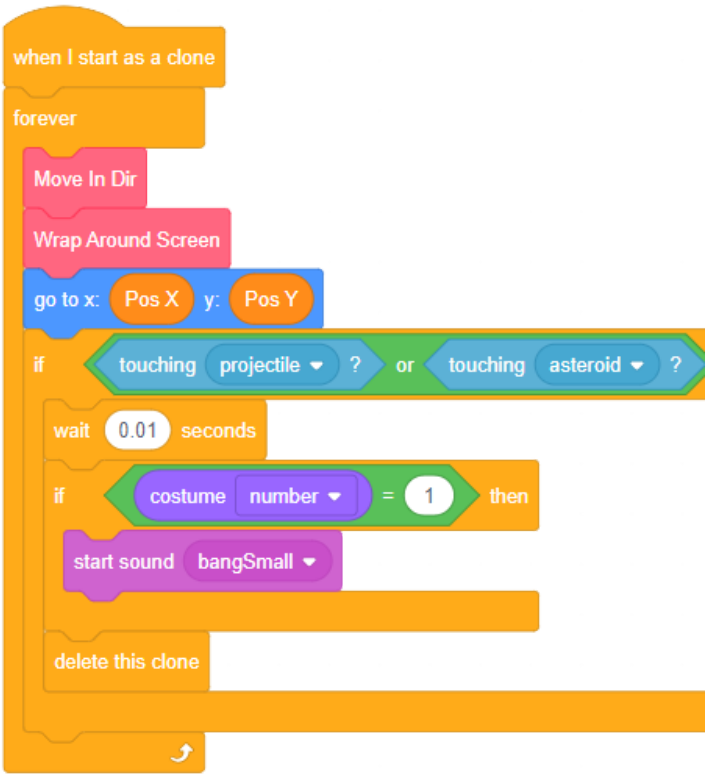
LARGE SAUCER (CONT)



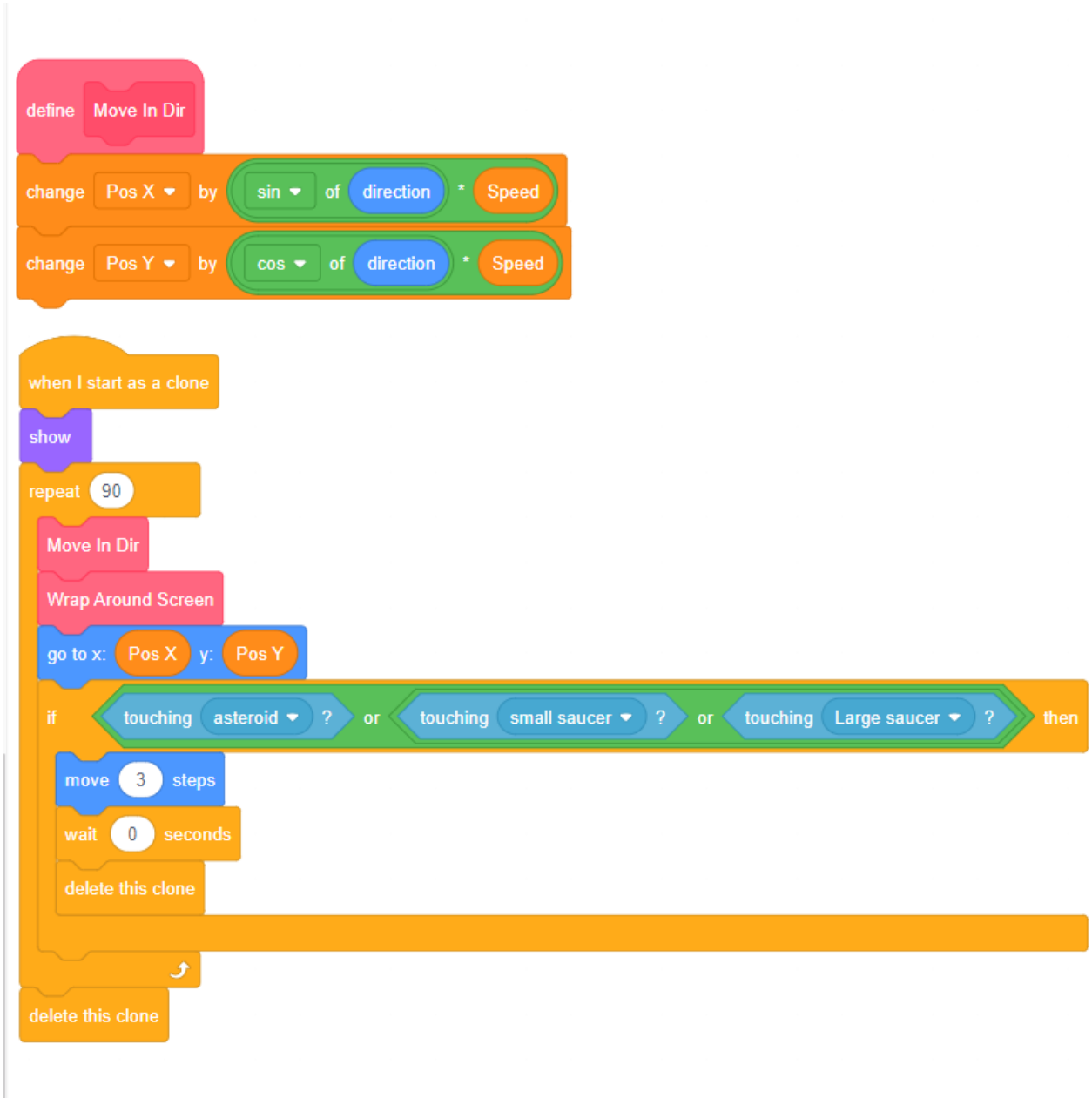
SMALL SAUCER



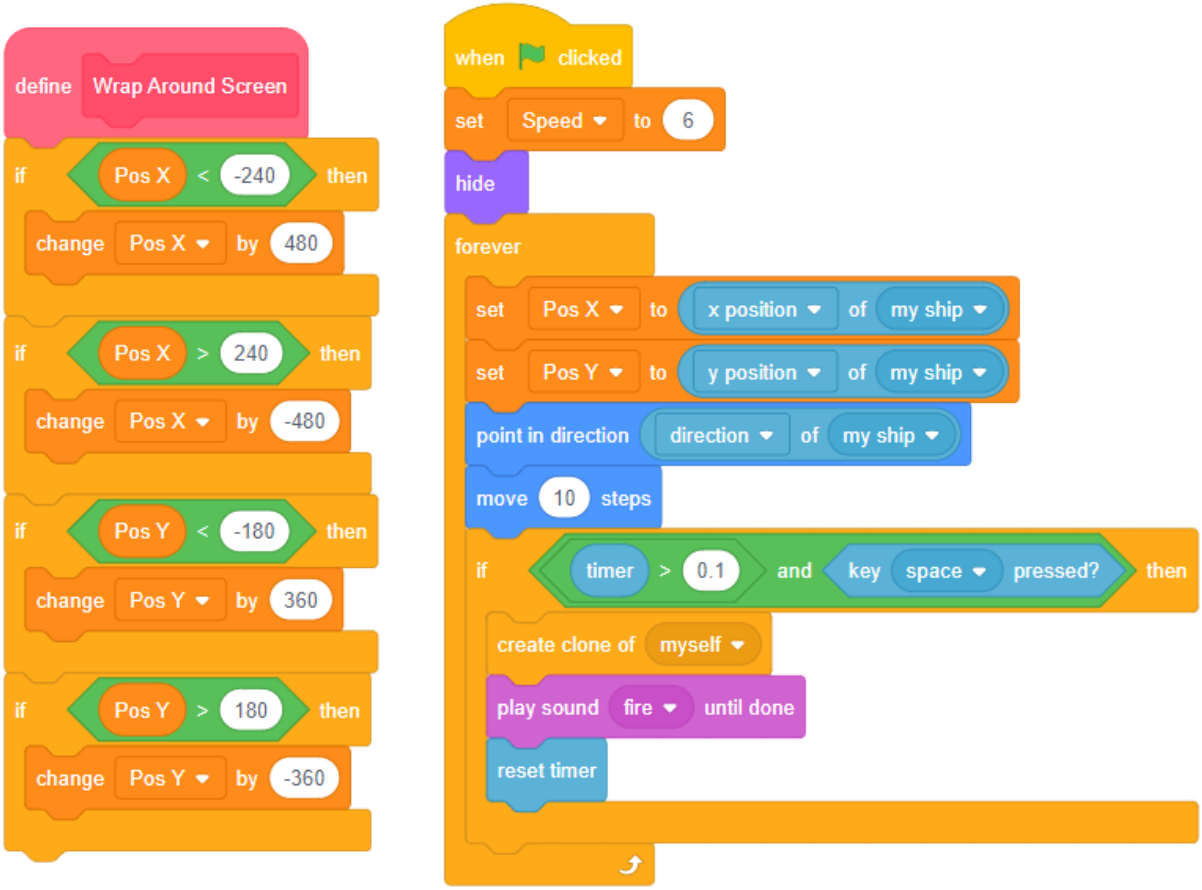
SMALL SAUCER (CONT)



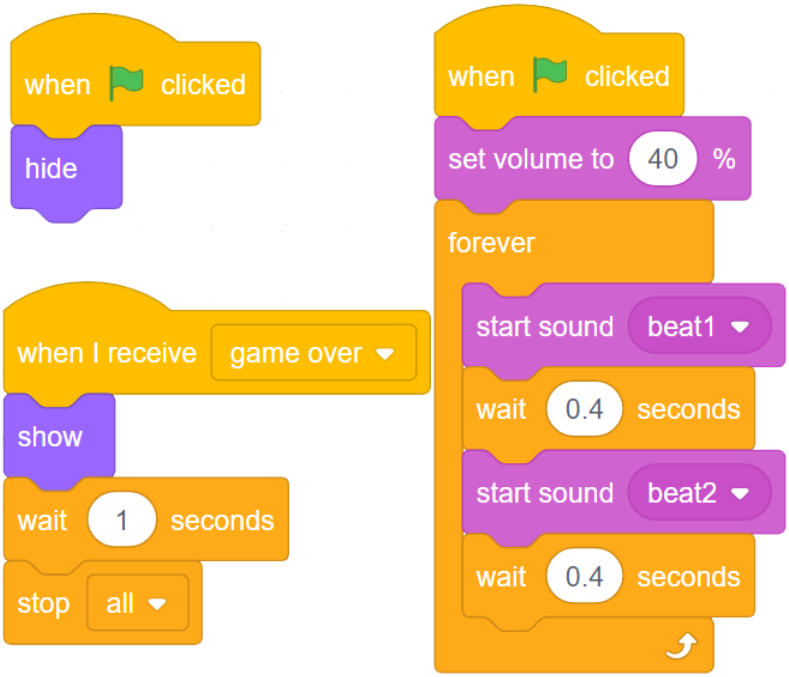
PROJECTILE


define Move In Dir
change Pos X by sin of direction * Speed
change Pos Y by cos of direction * Speed
when I start as a clone
show
repeat 90
Move In Dir
Wrap Around Screen
go to x: Pos X y: Pos Y
if touching asteroid ? or touching small saucer ? or touching Large saucer ? then
move 3 steps
wait 0 seconds
delete this clone
delete this clone

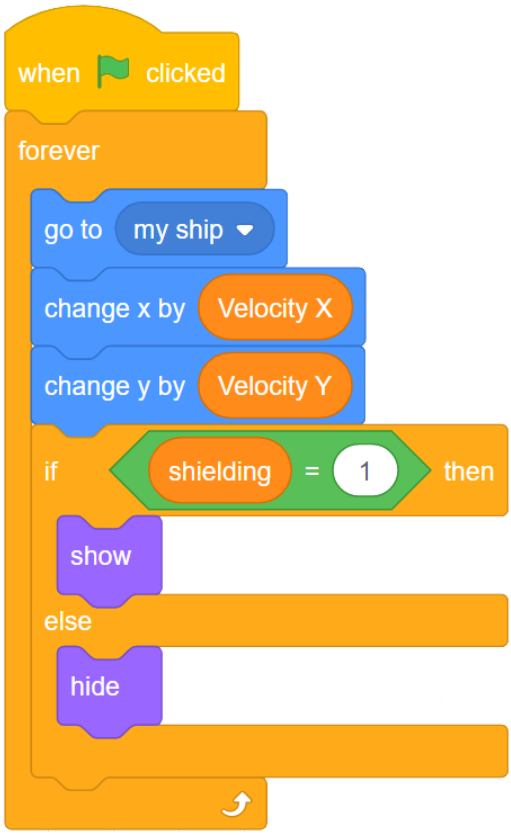
PROJECTILE (CONT)



GAME OVER



SHIELD


when clicked
forever
go to my ship
change x by Velocity X
change y by Velocity Y
if shielding = 1 then
show
else
hide