

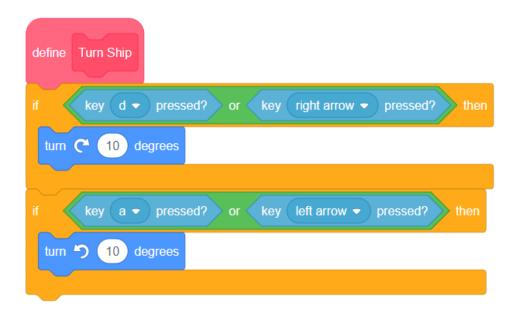
ASTEROIDS

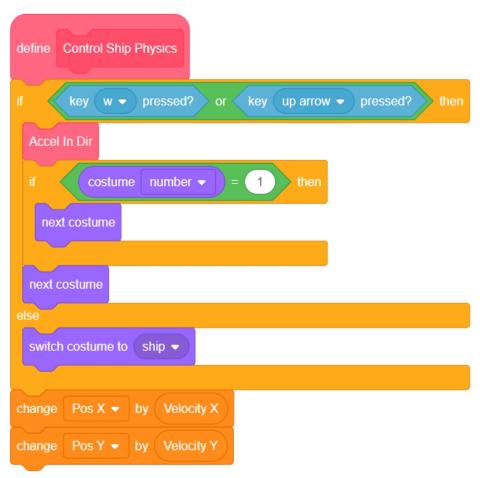
Guide your spaceship through a perilous asteroid field while being hunted by UFOs in this 1979 arcade classic. You can find the starter file for this project here.

MY SHIP

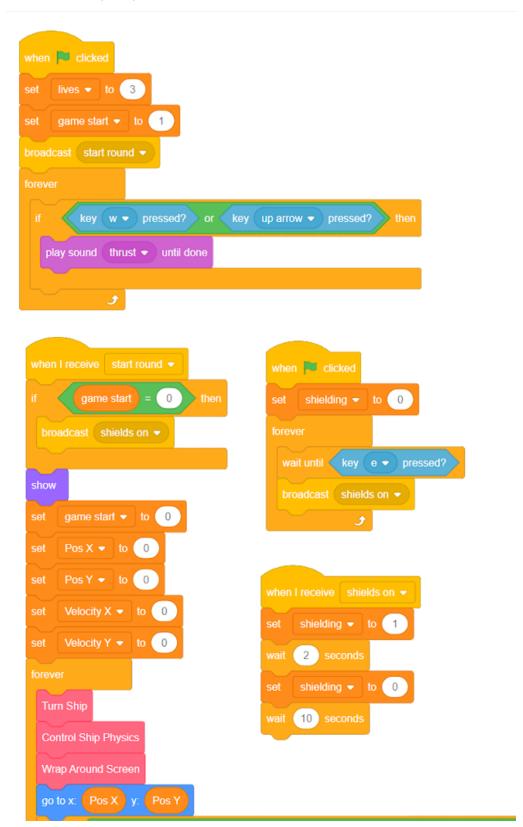


MY SHIP (P2)





MY SHIP (P3)



MY SHIP (P4)

```
if touching asteroid ? or touching small saucer ? or touching Large saucer ? and shielding = 0

wait 0.02 seconds

hide

broadcast explode *

play sound bangMedium * until done

change lives * by -1

wait 1 seconds

broadcast start round *

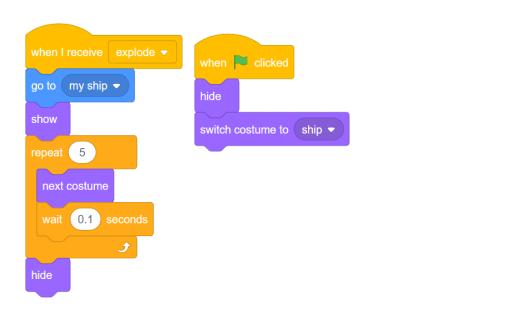
Activate to the setting

if lives < 1 then

broadcast game over *

stop this script *
```

EXPLODED



ASTEROIDS (P1)

```
define Move In Dir
set Speed ▼ to Asteroid Size Stage * pick random 0.8 to 1.2
switch costume to pick random 1 to 4
set Movement Dir ▼ to pick random 0 to 359
                                                               define Explode Sound
set Visual Dir ▼ to pick random 0 to 359
set Pos X ▼ to x position
                                                                     Asteroid Size Stage = 1 then
                                                                start sound bangLarge ▼
point in direction Movement Dir
                                                                      Asteroid Size Stage = 2 then
                                                                start sound bangMedium •
                                                                      Asteroid Size Stage = 3 then
 change Visual Dir ▼ by 1
 point in direction Visual Dir
                                                                start sound | bangSmall •
 go to x: Pos X y: Pos Y
  touching projectile ▼ ? or touching my ship ▼ ? or touching small saucer ▼ ? or touching Large saucer ▼ ?
  wait 0 seconds
          Asteroid Size Stage < 3 then
    set size to size / 1.5
       Asteroid Size Stage = 3 then
    change asteroids left ▼ by -0.0625
```

ASTEROIDS (P2)

```
define Wrap Around Screen

if Pos X < -240 then

change Pos X ▼ by 480

if Pos X > 240 then

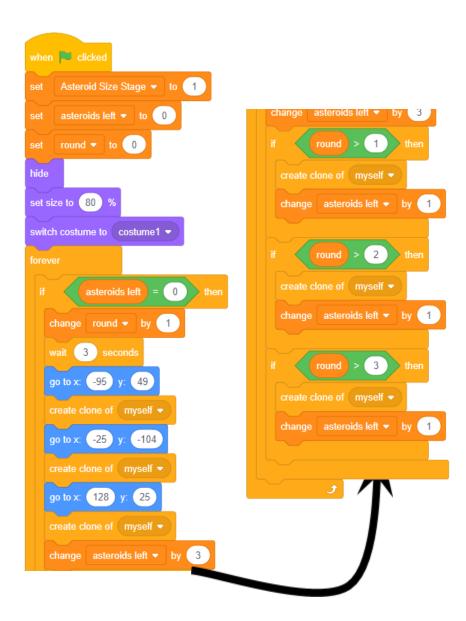
change Pos X ▼ by -480

if Pos Y < -180 then

change Pos Y ▼ by 360

if Pos Y > 180 then

change Pos Y ▼ by -360
```



LARGE SAUCER



```
when 📜 clicked
set rotation style don't rotate ▼
switch costume to ∫ large saucer ▼
set Speed ▼ to 2
hide
wait 50 seconds
 point in direction pick random 0 to 360
 move 600 steps
 turn (* 180) degrees
 wait (15) seconds
show
set Pos X ▼ to x position
set Pos Y ▼ to y position
      Is Bullet
wait 1 seconds
switch costume to bullet •
switch costume to large saucer •
```

LARGE SAUCER (CONT)

```
define Is Bullet
                                        costume number ▼
set rotation style │ all around ▼
                                  repeat (15)
set Speed ▼ to 6
                                    play sound saucerBig ▼ until done
wait 2 seconds
                                  play sound saucerBig ▼ until done
Move In Dir
Wrap Around Screen
go to x:
                  Pos Y
        touching (projectile ▼ )?
                                    touching asteroid ▼ ?
                                                            then
  wait 0 seconds
          costume number ▼
   start sound | bangLarge ▼
```

SMALL SAUCER

```
when 📜 clicked
define Wrap Around Screen
                                      set rotation style don't rotate ▼
if Pos X < -240 then
                                      switch costume to small saucer •
                                                                               set Pos X ▼ to x position
 change Pos X ▼ by 480
                                      set Speed ▼ to 2
                                                                               set Pos Y ▼ to y position
if Pos X > 240 then
                                                                                                        = 2 then
                                                                               if costume number ▼
                                      wait 15 seconds
 change Pos X ▼ by -480
                                                                                Is Bullet
                                      point in direction pick random 0 to 360
if Pos Y < -180 then
                                      move 600 steps
 change Pos Y ▼ by 360
                                                                                wait 1 seconds
                                                                                switch costume to bullet ▼
                                      turn (* 180) degrees
if Pos Y > 180 then
                                       wait 20 seconds
 change Pos Y ▼ by -360
                                                                                switch costume to small saucer ▼
define Move In Dir
change Pos X ▼ by sin ▼ of direction * Speed
change Pos Y → by cos → of direction *
```

SMALL SAUCER (CONT)

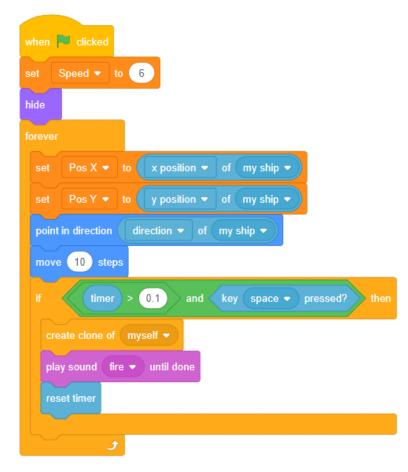
```
= (1
        costume number ▼
 repeat 15
   play sound saucerSmall vuntil done
                                                  Wrap Around Screen
                                                  go to x: Pos X y: Pos Y
 play sound saucerSmall ▼ until done
                                                         touching (projectile ▼ )? or <
                                                                                      touching asteroid •
                                                    wait 0.01 seconds
                                                                                = 1 then
                                                            costume number ▼
define Is Bullet
                                                     start sound | bangSmall •
set rotation style all around 🕶
set Speed ▼ to 6
point in direction pick random 0 to 360
wait 2 seconds
```

PROJECTILE

```
define Move In Dir
change Pos X ▼ by sin ▼ of direction *
                                        Speed
change Pos Y ▼ by cos ▼ of direction
show
repeat 90
 Wrap Around Screen
 if touching asteroid ▼ ? or touching small saucer ▼ ? or touching Large saucer ▼ ?
   move 3 steps
  wait 0 seconds
```

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
```