

# **SCRAMBLE**

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 <a href="here">here</a>.

#### **SHIP**

```
when clicked

repeat until lives < 1

if touching dome ? or touching Fuel Tank ? or touching ground ? or touching enemy missile ? then set explodeX v to x position hide create clone of explosion v change lives v by -1

set Fuel v to 10

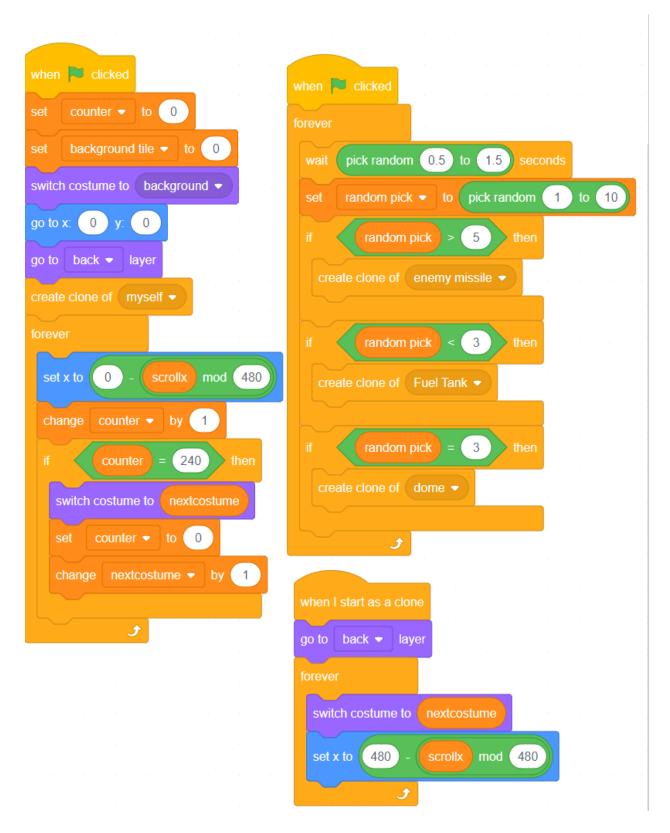
wait 2 seconds
go to x 0 y 150

show
```

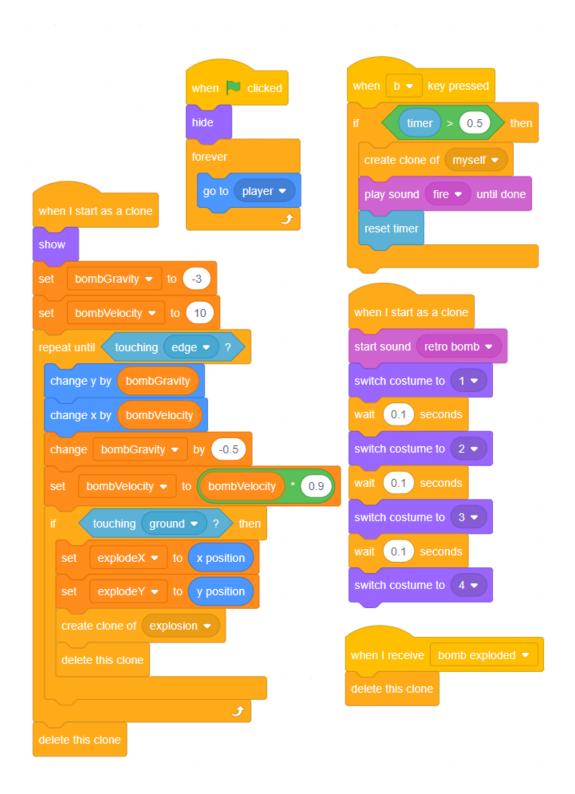
## SHIP (CONT)

```
when 📜 clicked
show
    lives ▼ to 3
    scrollx ▼ to 0
go to x: 0 y: 0
set rotation style | don't rotate -
 change scrollx ▼ by 2
        key (right arrow ▼ ) pressed? ) then
           x position < 200 then
     change x by 2
        key left arrow ▼ pressed? then
           x position > (-200) then
     change x by (-2)
                                          Fuel > 0
        key up arrow ▼ pressed?
   change y by 7
      key down arrow ▼ pressed? then
   change y by (-7
         Fuel < 1
   change y by (-2)
```

#### **GROUND**



#### **BOMB**







switch costume to Fuel

change Fuel ▼ by -1

wait 2 seconds



#### **FUEL DEPOT**

```
define set object height
when 📜 clicked
                                                           set y to (-240)
switch costume to costume1 -
                                                             touching ground ▼ ? then
                                                            change y by 10
                              set size to 0 %
                              repeat 5
set x to 240
                                                             touching ground ▼ ? then
 set y to (-150)
                               change size by 20
                                                            change y by 10
                                                               touching ground ▼ ? then
                                                            change y by 10
go to front ▼ layer
                                                             touching ground ▼ ? then
set buildingX ▼ to 240 + scrollx
                                                            change y by 10
set object height
                                                             touching ground ▼ ? then
repeat until x position = -240
                                                            change y by 10
 set x to buildingX - scrollx
 if touching bullet ▼ ? or touching Bomb ▼ ? then
                                                              touching ground ▼ ? then
                                                            change y by 10
  change score ▼ by 20
  change Fuel ▼ by 2
                                                            touching ground ▼ ? then
  if Fuel > 10 then
                                                            change y by 10
   set Fuel ▼ to 10
                                                               touching ground ▼ ? then
  repeat 7
                                                             change y by 10
   next costume
                                                             touching ground ▼ ? then
                                                            change y by 10
                                                               touching ground ▼ ? then
```

#### **ENEMY MISSILE**

```
when 📜 clicked
                                                               set y to -100
                                         set x to 240
 set rocketX ▼ to 240 + scrollx
                                         set y to -150
                                                                change y by 10
 repeat until x position = -240
                                                                 change y by 10
      touching bullet ▼ ? or touching Bomb ▼ ? then
   change score ▼ by 10
                                                                 change y by 10
                                                                   touching ground ▼ ? then
                                                                change y by 10
                                                                   touching ground ▼ ? then
                                                                 change y by 10
                                                                   touching ground ▼ ? then
                                                                 change y by 10
go to front ▼ layer
                      wait pick random 0.5 to 4 seconds
set size to 0 %
                                                                   touching ground ▼ ? then
repeat 5
                      repeat until 

touching edge 

?
                                                                 change y by 10
change size by 20
                        change y by 6
                                                                 change y by 10
```

#### DOME define set object height when 📜 clicked switch costume to city • set y to (-180 touching ground ▼ ? then change y by 10 set x to 240 + scrollx touching ground → ? then change y by 10 touching ground → ? then change y by 10 go to front ▼ layer touching ground ▼ ? then set buildingX ▼ to 240 change y by 10 set object height repeat until x position = -240 touching ground ▼ ? then change y by 10 if touching bullet ▼ ? or touching Bomb ▼ ? then touching ground ▼ ? then change score ▼ by 100 change y by 10 touching ground ▼ ? then repeat 7 next costume change y by 10 touching ground ▼ ? then change y by 10 touching ground ▼ ? then change y by 10 set size to 0 % touching ground ▼ ? then repeat 5 change y by 10 change size by 3

touching ground ▼ ? then

### **EXPLOSION**

```
when 💌 clicked
hide
set size to (30)
show
start sound 8bit explosion ▼
go to x:
repeat 6
 next costume
```