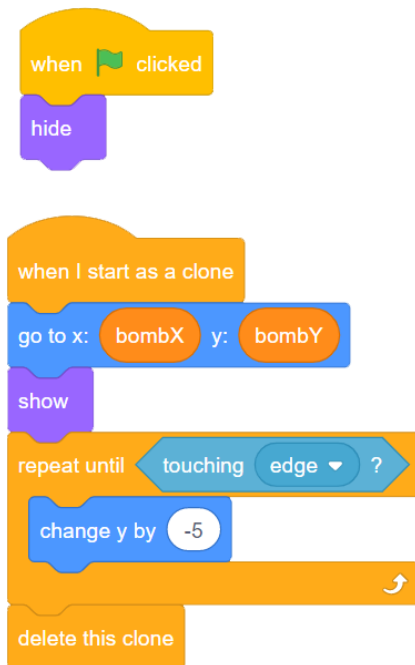


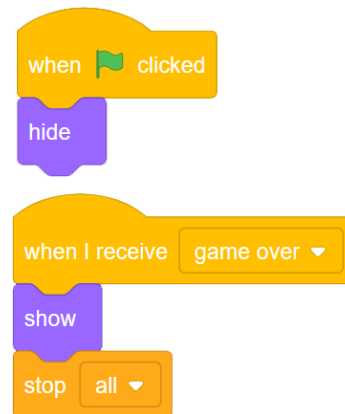
# ***SPACE INVADERS***

Today we're going to remake the 1978 arcade classic Space Invaders. There's a lot of code to go through here, so this will likely be spread over two lessons. Among other skills, you'll learn how to use clones to make multiple enemies that move together in formation, but shoot independently.

## ***ALIEN BOMB***



## ***GAME OVER SCREEN***



# ALIENS

```

when I receive start round
  set alien speed to 4
  show
  go to x: -150 y: 100
  repeat 3
    repeat 6
      create clone of myself
      change x by 60
    set x to -150
    change y by -50
  hide
  broadcast start marching
  forever
    go to x: 0 y: -150
  
```

```

when clicked
  set enemy count to 18
  forever
    if enemy count = 0 then
      set enemy count to 18
      wait 1 seconds
      broadcast start round
  
```

```

when I start as a clone
  forever
    if touching edge ? then
      broadcast Change direction
    if touching laser ? then
      start sound invaderkilled
      change enemy count by -1
      change alien speed by 1
      broadcast alien dead
      delete this clone
  
```

```

when I start as a clone
  forever
    wait pick random 1 to enemy count seconds
    create clone of bomb
    set bombX to x position
    set bombY to y position
  
```

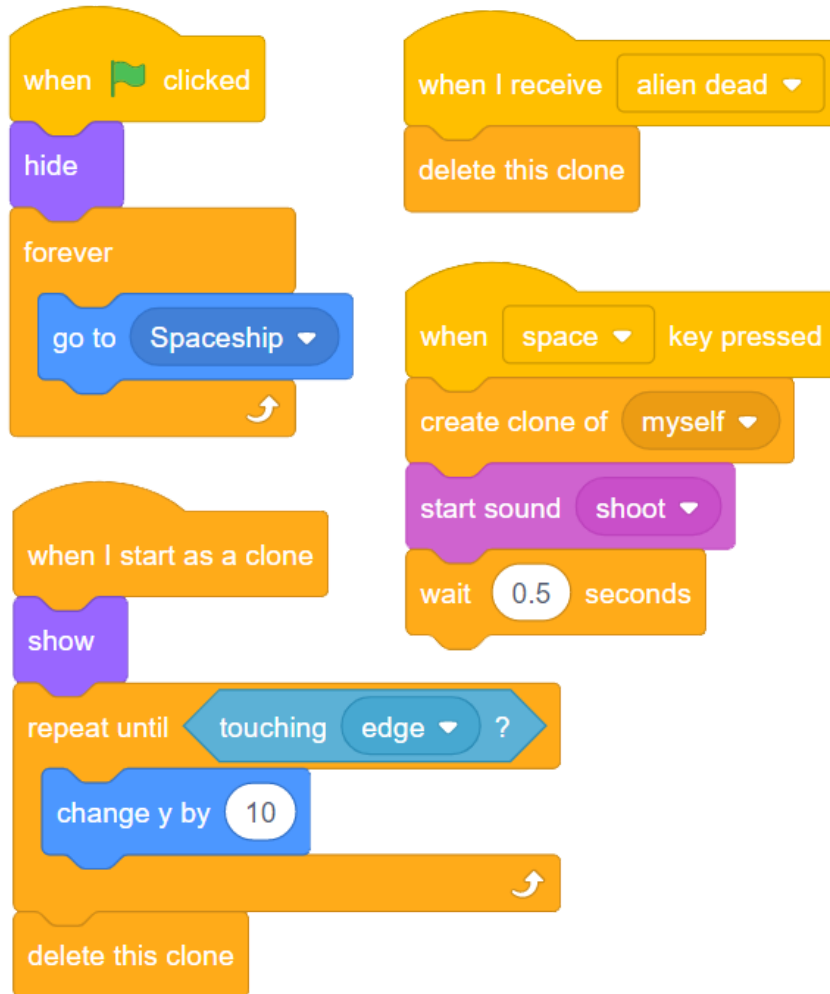
```

when I receive Change direction
  turn 180 degrees
  move alien speed steps
  change y by -10
  
```

```

when I receive switch costume
  next costume
  move alien speed steps
  
```

# MY LASER



# MY SHIP

