

LUNAR LANDER

It's one small step for man ... if you can stick the landing in this vintage arcade title by Atari. Released way back in 1979, this challenging game is all about making small course corrections to reduce your speed and drift. Make a safe landing before you run out of fuel! You can find the starter file for this project here.

LANDER

```
define Go To Lander Pos

go to x: Lander X - Cam X y: Lander Y - Cam Y
```

```
change Cam X ▼ by Lander X - Cam X + XSpeed * -90 * 0.02

change Cam Y ▼ by Lander Y - Cam Y + YSpeed * -90 * 0.02

if Cam X > 200 then

set Cam X ▼ to 200

if Cam X < -200 then

set Cam Y ▼ to 30

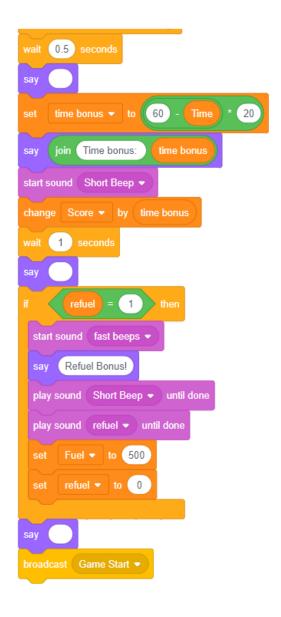
if Cam Y ▼ to 30
```

LANDER (2)

```
when 🖊 clicked
                                                     when 📜 clicked
 hide
                                                     wait until Score > 1000
 point in direction 0
                                                     set refuel ▼ to 1
     Score ▼ to 0
                                                     wait until Score > 2000
     thrusting ▼ to 0
                                                     set refuel ▼ to 1
     Fuel ▼ to 500
                                                     wait until Score > 3000
 wait until Fuel < 25
                                                     set refuel ▼ to 1
 play sound fuel warning ▼ until done
                                                     wait until Score > 4000
                                                     set refuel ▼ to 1
                                                     wait until Score > 5000
show
                                                     set refuel ▼ to 1
wait 1 seconds
                                    Fuel > 0
          thrusting = 0
   stop all sounds
                                                             define Explode Player
                                                              stop all sounds
         thrusting = 1 then
                                                              start sound | slow your burn |
   play sound thrust ▼ until done
                                                              start sound explosion -
                                                              switch costume to crash1 *
         thrusting = 1 then
                                                             repeat 5
   switch costume to | engine burn ▼
                                                               wait 0.08 seconds
                                                               next costume
   switch costume to □ lander ▼
```

LANDER (3)

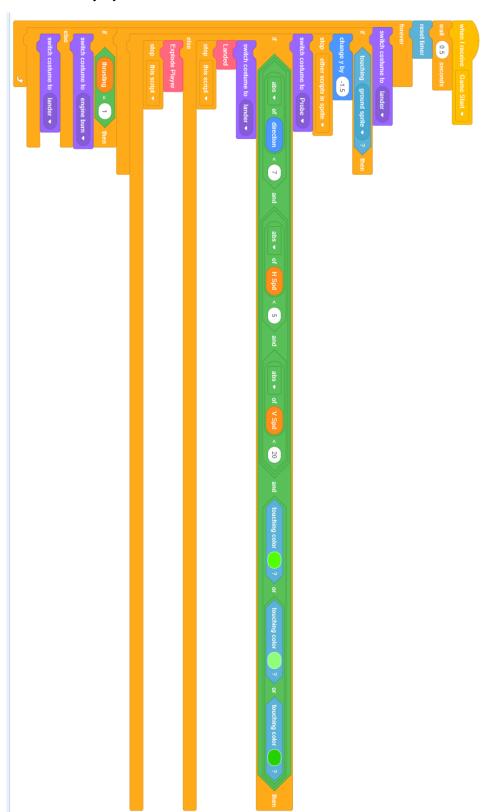
```
define Landed
play sound one small step ▼ until done
wait 0.5 seconds
    touching color ? then
 set Score Change ▼ to 100
    touching color ? then
 set Score Change ▼ to 200
     touching color ? then
 set Score Change ▼ to 500
set counter ▼ to 5
repeat Score Change / 5
 say join Your score: counter
 start sound Short Beep -
 change counter ▼ by 5
 change Score ▼ by 5
wait 0.5 seconds
```



LANDER (4)

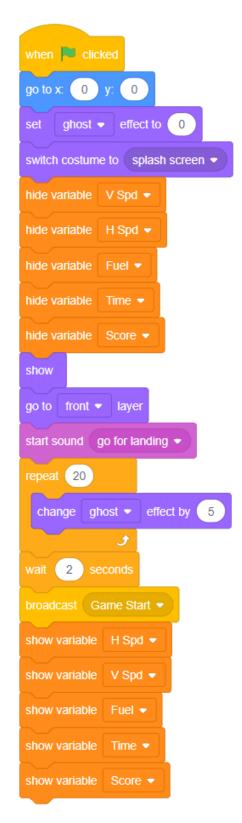
```
set Lander X ▼ to (-240)
set Lander Y ▼ to 90
    XSpeed ▼ to 0.6
set YSpeed ▼ to 0
set thrusting ▼ to 0
switch costume to lander ▼
 if key d ▼ pressed? or key right arrow ▼ pressed? then
  turn C 6 degrees
 if key a ▼ pressed? or key left arrow ▼ pressed?
  turn 5 6 degrees
        key (w \cdot pressed?) or (key \cdot up \cdot arrow \cdot pressed?) and (Fuel > 0)
  switch costume to engine burn ▼
  set thrusting ▼ to 1
                                             0.025
  change Fuel ▼ by -1
 change YSpeed ▼ by -0.003
                                  1000
                                         / 10
                                   1000
```

LANDER (5)



SCREENS





GROUND SPRITE

```
when clicked

switch costume to dot 

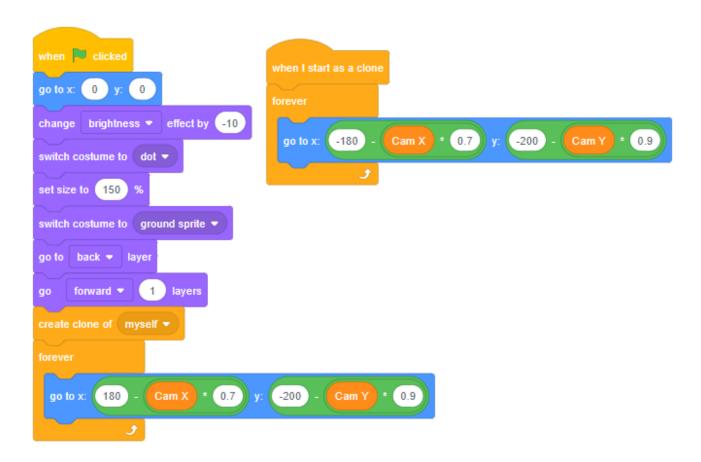
set size to 340 %

switch costume to ground sprite 

forever

go to x: 0 - Cam X y: 0 - Cam Y
```

MOUNTAINS 1



MOUNTAINS2

