

Space Invaders

```

when I receive Start Game
  show variable Aliens Killed
  show variable Lives
  show variable Ammo
  switch backdrop to backdrop1
  forever
    if Aliens Killed = 24 then
      broadcast You Win

when I receive Start Game
  forever
    start sound Space Noise

when I receive You Win
  switch backdrop to Galaxy
  hide variable Aliens Killed
  hide variable Ammo
  hide variable Lives

when I receive You lose
  switch backdrop to Stars
  hide variable Aliens Killed
  hide variable Ammo
  hide variable Lives
  stop all

when I receive You lose
  clear sound effects

when I receive You Win
  clear sound effects
  
```


Sprite Instructions

File Edit Tutorials Space Invaders

Costumes Sounds


Costume costume1

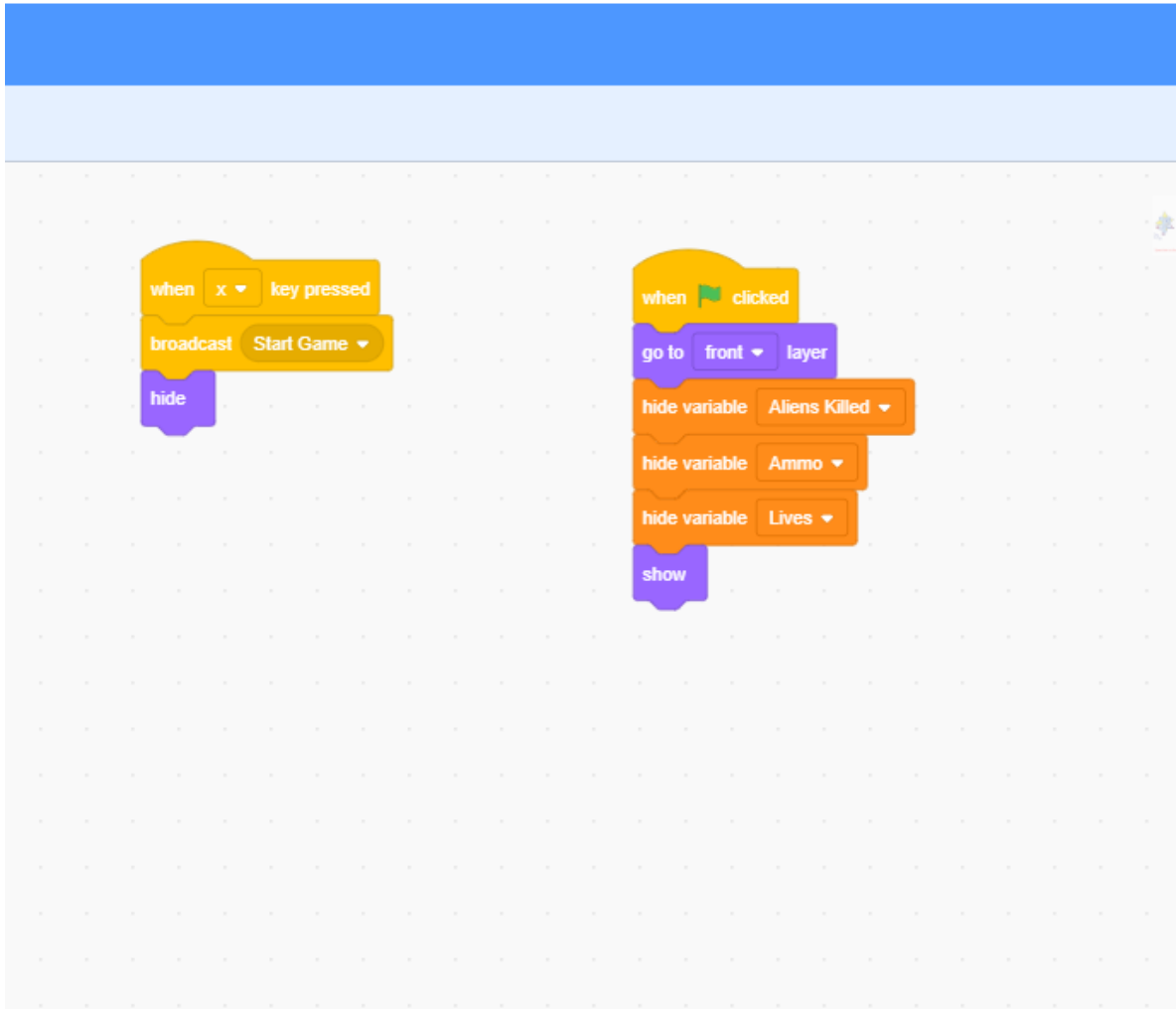
Fill Copy Paste Delete Flip Horizontal Flip Vertical



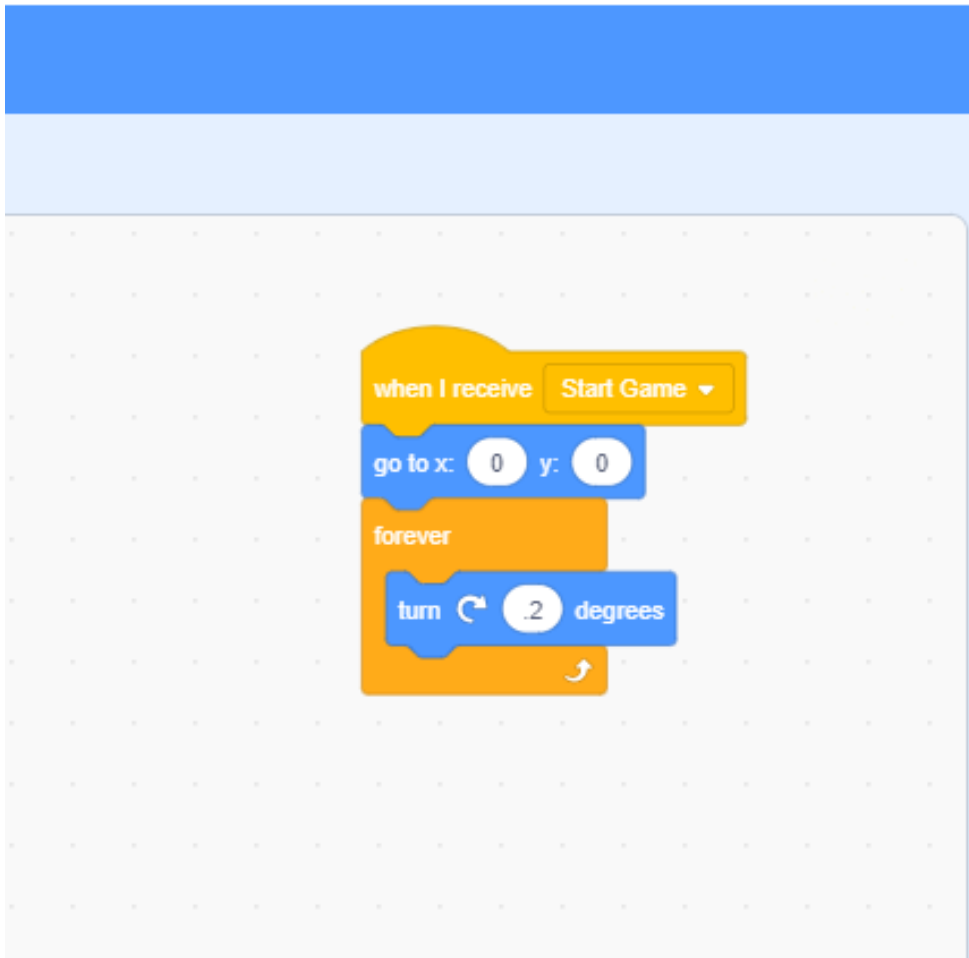
Press X to Start
You have 3 Lives
50 Ammo
and 1 Alien Mother Ship
and 24 Clones to Kill
Good Luck

Space bar to shoot the laser, Left and Right arrows to move

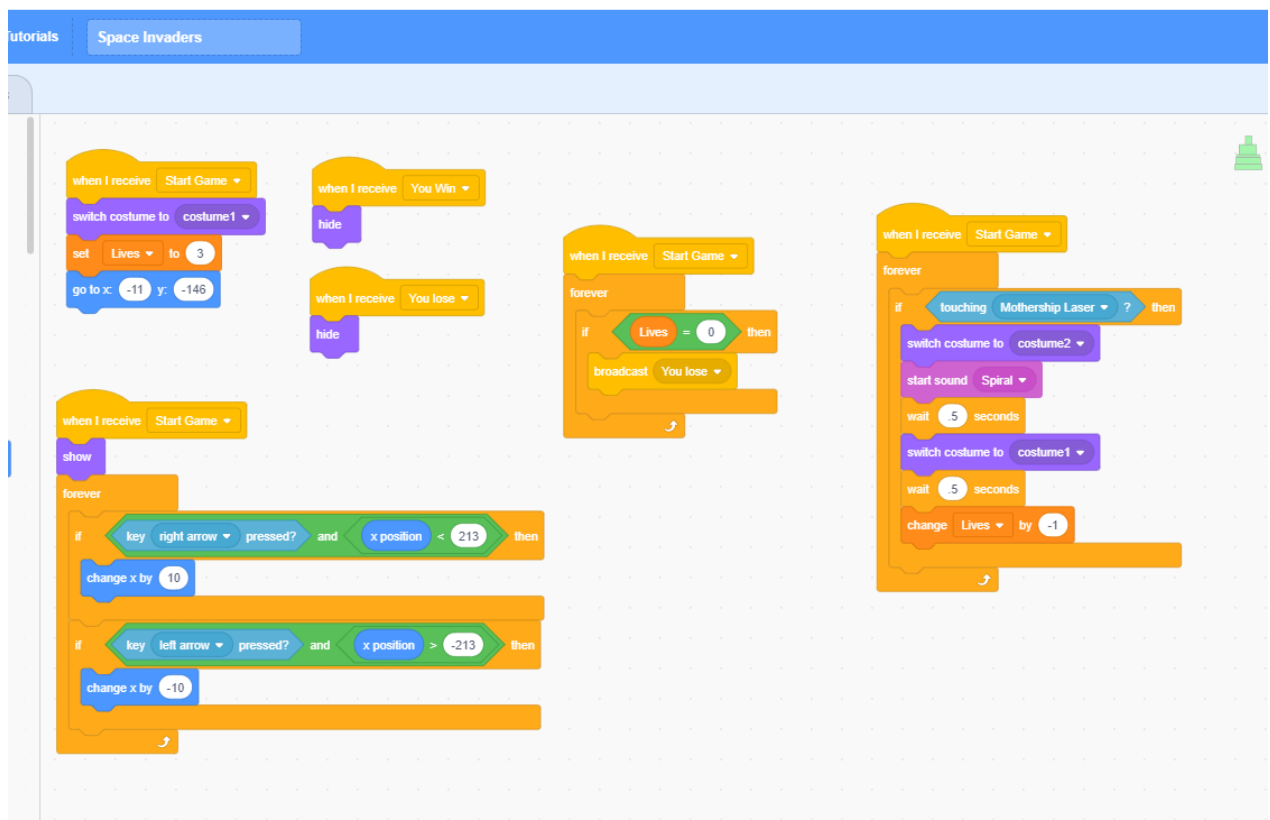
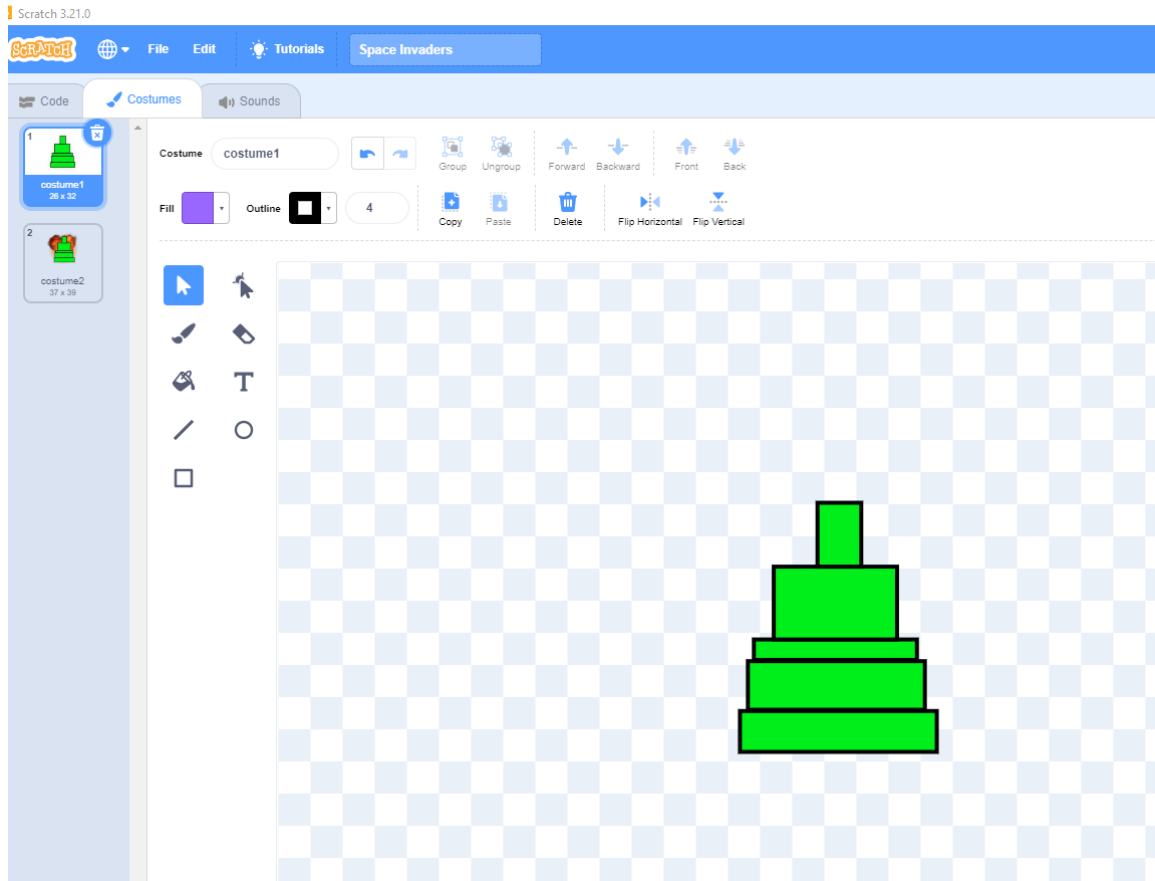




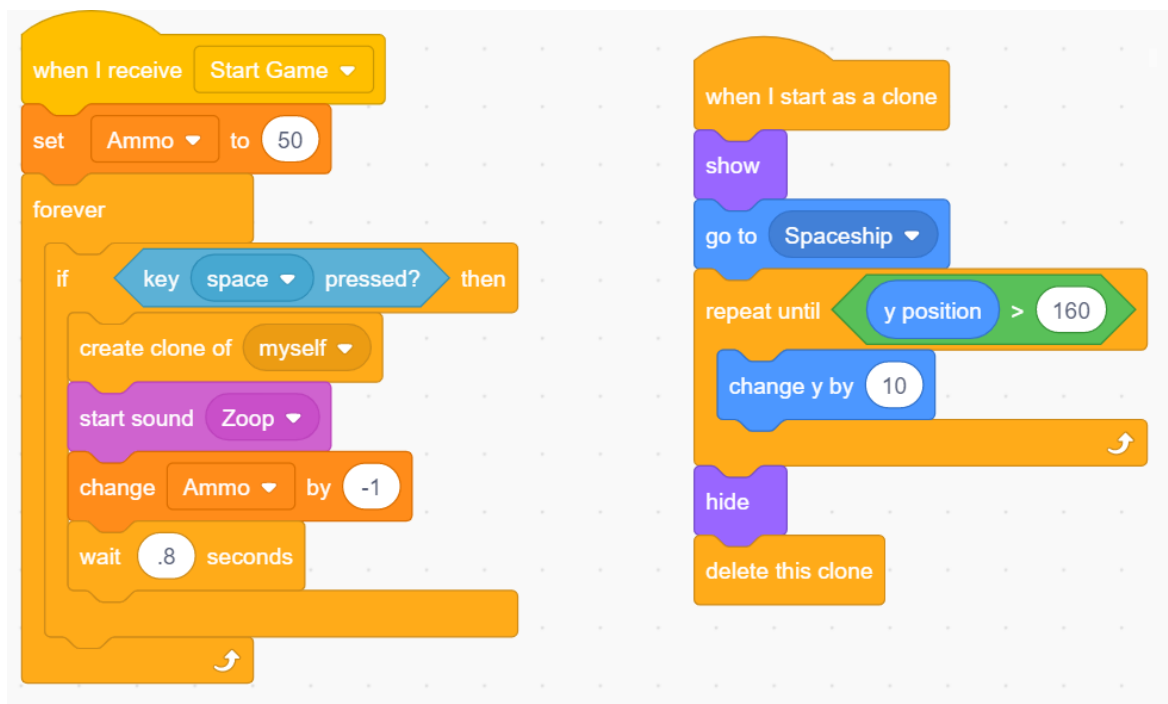
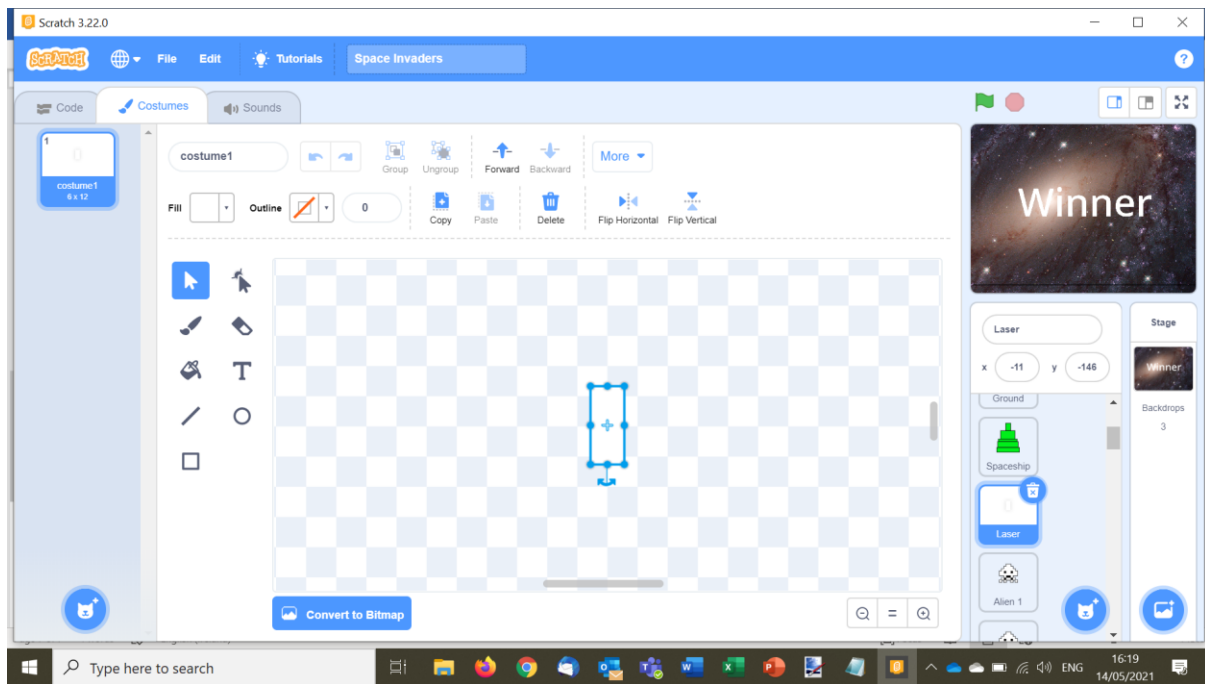
Starfield



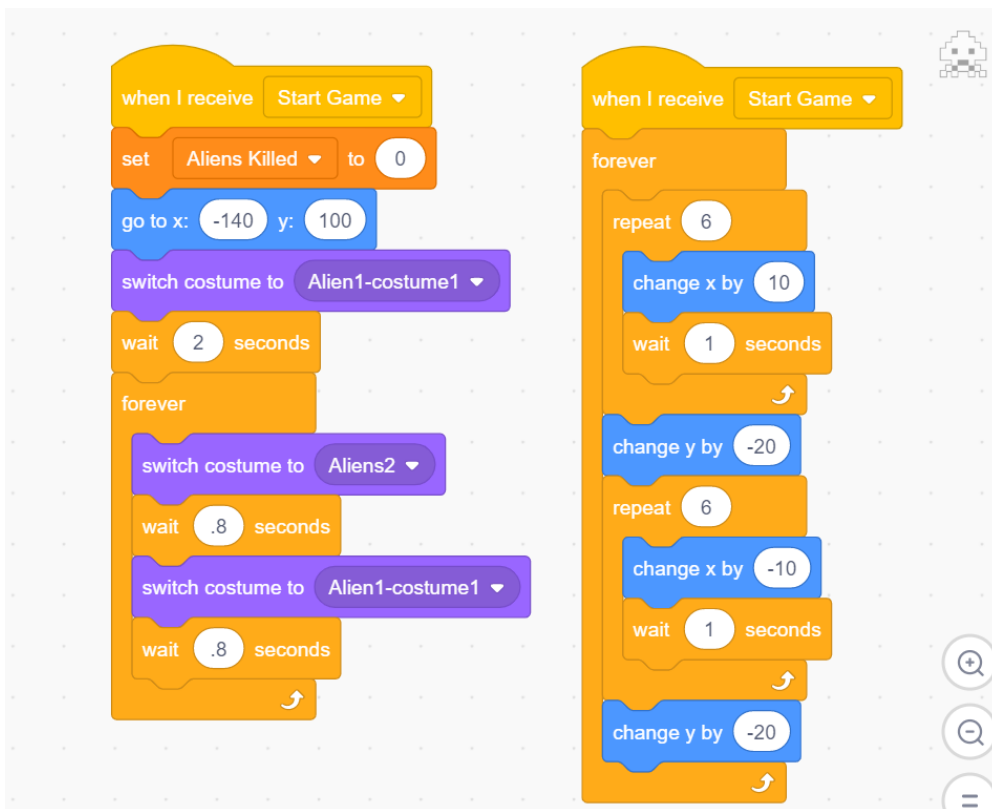
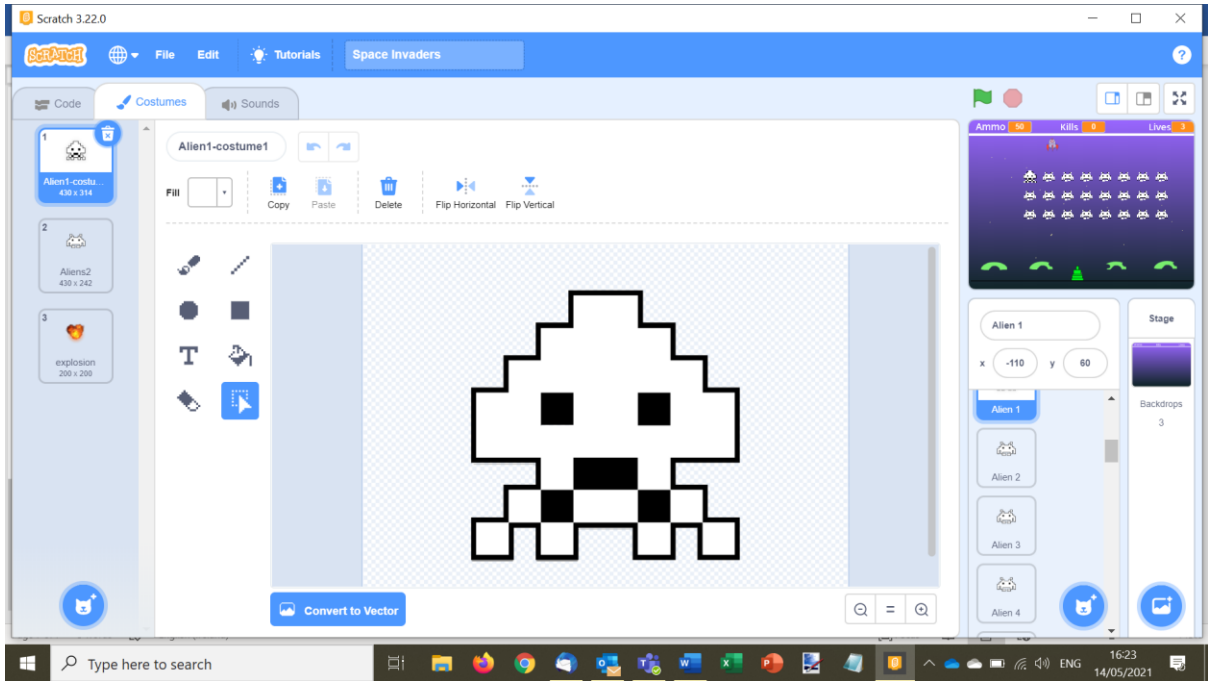
Spaceship



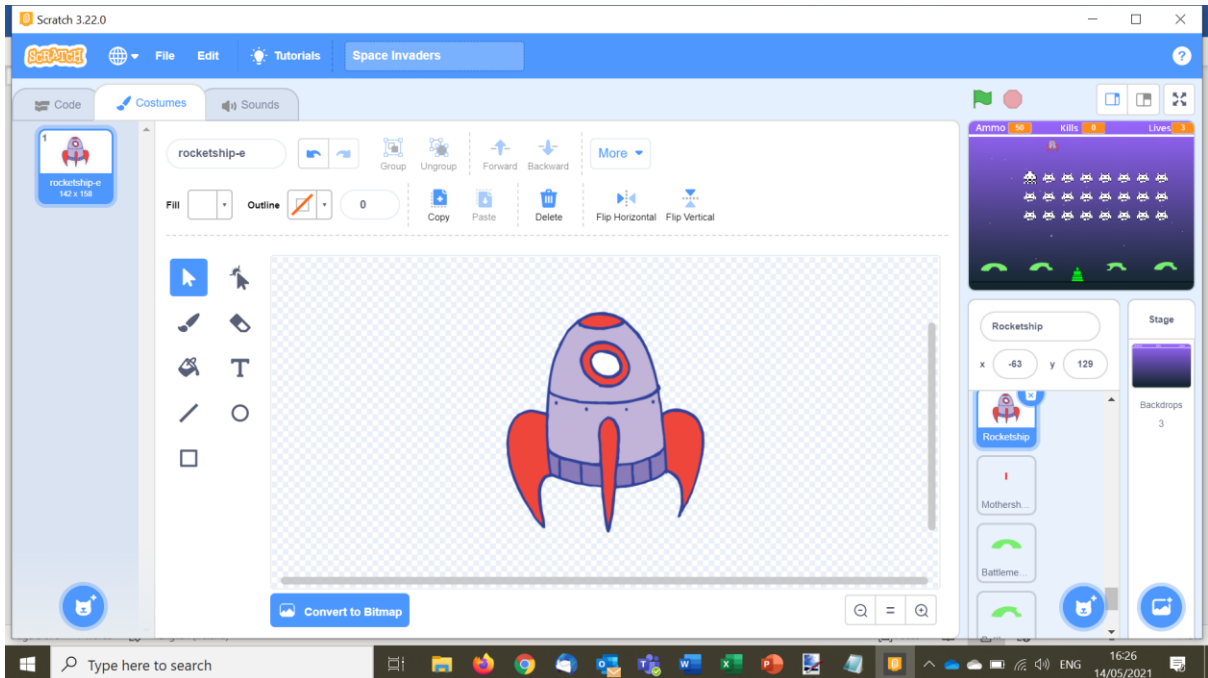
Laser



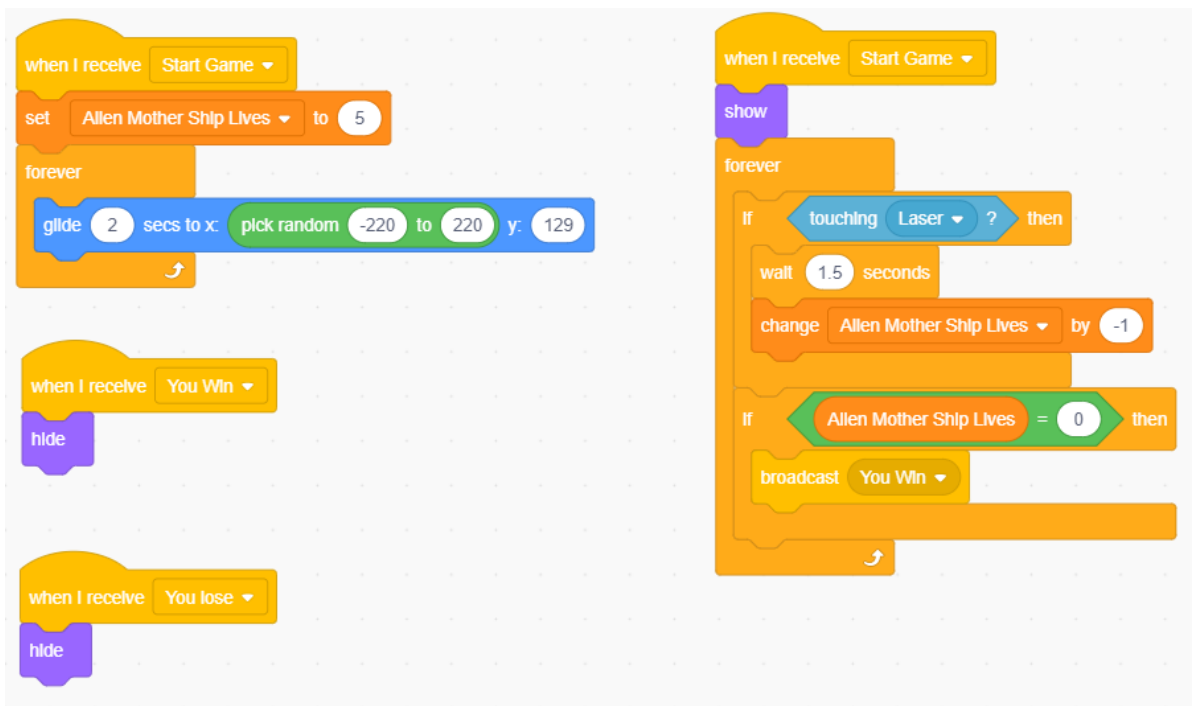
Alien 1



```
when I receive Start Game
show
forever
  if touching Laser ? then
    change Allens Killed by 1
    start sound Teleport2
    switch costume to explosion
    wait .5 seconds
    hide
  if touching Ground ? then
    change Allens Killed by 1
    start sound Teleport2
    switch costume to explosion
    wait .5 seconds
    hide
```

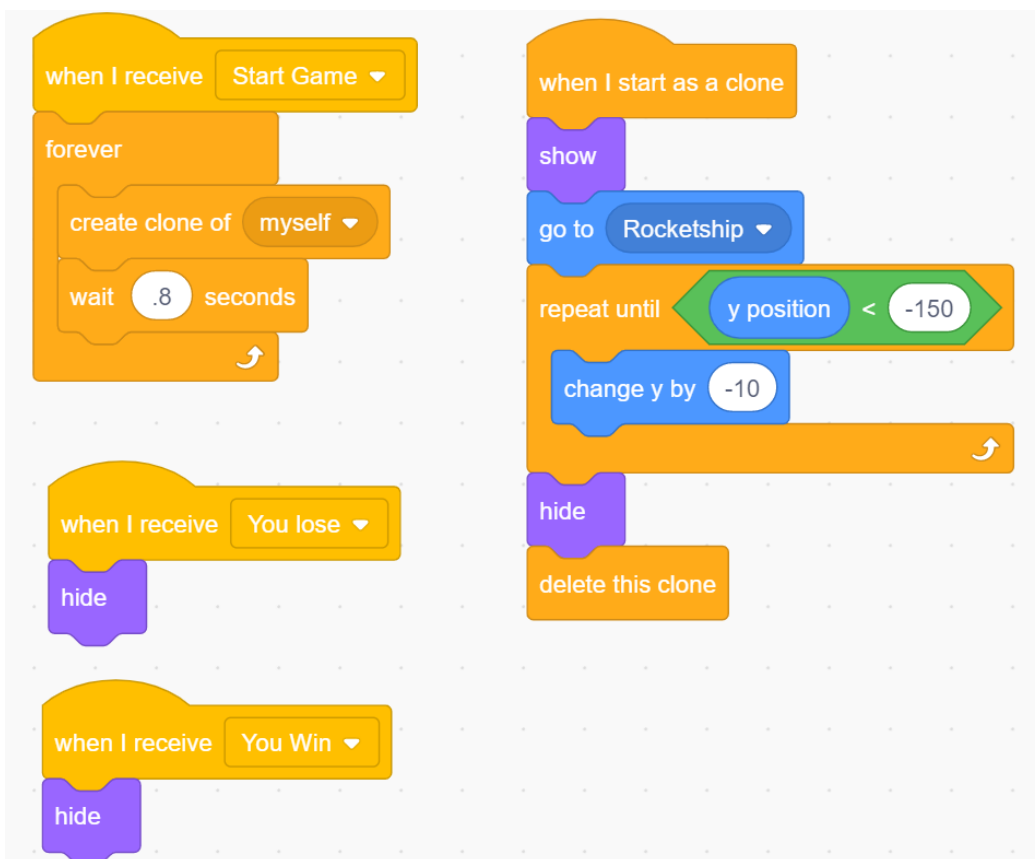


Mothership



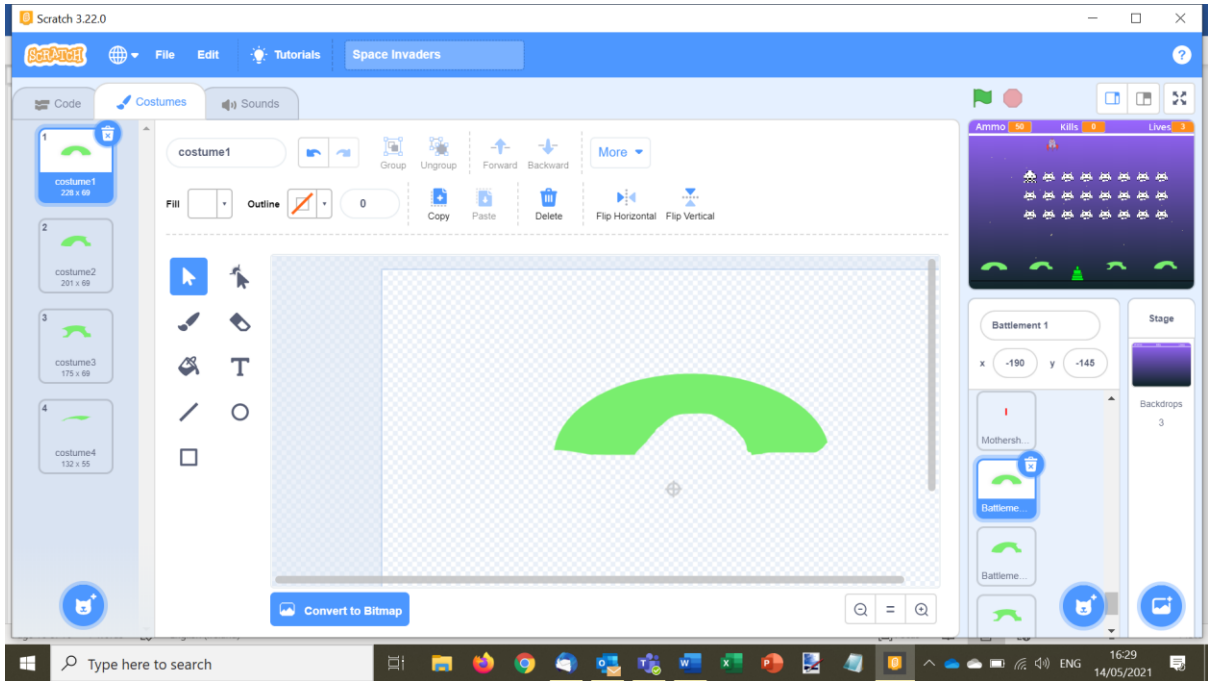
The image shows two Scratch scripts for a Mothership object. The first script, triggered by 'when I receive Start Game', sets 'Allen Mother Shp Lives' to 5 and enters a 'forever' loop with a 'glide 2 secs to x: pick random -220 to 220 y: 129' block. The second script, also triggered by 'when I receive Start Game', shows the Mothership and enters a 'forever' loop. Inside this loop, it checks 'if touching Laser?'. If true, it waits 1.5 seconds and then changes 'Allen Mother Shp Lives' by -1. It then checks 'if Allen Mother Shp Lives = 0?'. If true, it broadcasts 'You Win'.

MotherSHIP IASER



The image shows two Scratch scripts for a MotherSHIP IASER object. The first script, triggered by 'when I receive Start Game', enters a 'forever' loop that repeatedly 'create clone of myself', waits .8 seconds, and then repeats. The second script, triggered by 'when I start as a clone', shows the clone, moves it to 'Rocketship', and enters a 'repeat until' loop where 'y position < -150'. Inside this loop, it 'change y by -10'. After the loop, it hides the clone and 'delete this clone'. There are also two 'when I receive' blocks: 'You lose' which hides the object, and 'You Win' which also hides the object.

Battlement 1, 2, 3, 4



```

when I receive Start Game
  show
  set Battlement 1 to 4
  switch costume to costume1
  forever
    if touching Mothership Laser ? then
      broadcast Damage to BATT 1
      wait 1 seconds
      change Battlement 1 by -1
  end
when I receive You lose
  hide
when I receive You Win
  hide
when I receive Damage to BATT 1
  if Battlement 1 = 3 then
    switch costume to costume2
  if Battlement 1 = 2 then
    switch costume to costume3
  if Battlement 1 = 1 then
    switch costume to costume4
  if Battlement 1 = 0 then
    hide
  
```