Making the character move
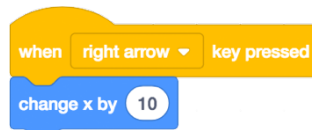
- Moving up:
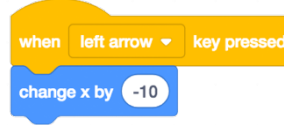
  when up arrow key pressed
  change y by 10

- Moving to the right:

  when right arrow key pressed
  change x by 10

- Moving down:

  when down arrow key pressed
  change y by -10

- Moving to the left:

  when left arrow key pressed
  change x by -10
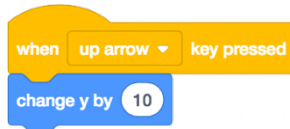
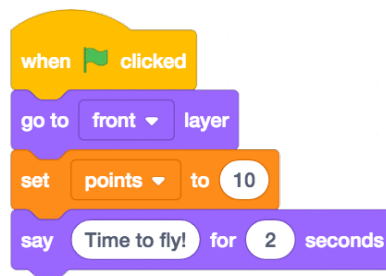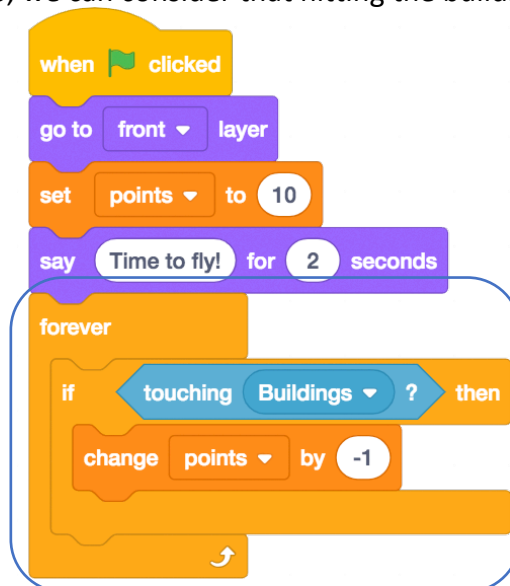**Adding a point system**

- From Variables, make a new variable for all sprites called "points"
- In the character script area
- Add set my variable to 0 between "**go to front**" and "**say … for 2 secs**" and change it to set **points** to 10

  when 🏴 clicked
  go to front layer
  set points to 10
  say Time to fly! for 2 seconds

Decreasing points

- To make the points drop, we can consider that hitting the building hurts our character

  when 🏴 clicked
  go to front layer
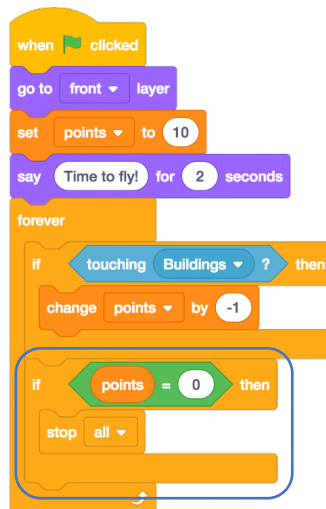 set points to 10
  say Time to fly! for 2 seconds
  forever
    if touching Buildings ? then
      change points by -1

- This ends up as a problem: points -165

Ending the game

- Avoid getting to -∞

```
when 🏳 clicked
go to front layer
set points to 10
say Time to fly! for 2 seconds
forever
    if touching Buildings ? then
        change points by -1
    if points = 0 then
        stop all
```

Shooting lasers

- Create a new sprite, Button2: ⬤/⬤ (you can shrink it if it looks too big)
- Add the following script to the cat script area:

```
when space key pressed
create clone of Button2
```

- We don't want to see the laser when the space key is not pressed, so we can hide this sprite:

- We should also place it somewhere else: ↔ x -243 ↕ y 180   Show 👁 ⊘

Making the laser move when it's created

- In Button2's script area:

```
when I start as a clone
show
go to Sprite1
repeat until touching edge ?
    move 10 steps
delete this clone
```
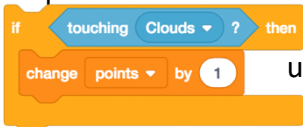
- Add:

- This will make the laser shoot straight ahead
- Optionally, you can modify it to control the button with your mouse:

```
go to Sprite1
point towards mouse-pointer
repeat until touching edge ?
```

Making points by clearing clouds

- In Button2's script area:

    - Add under the existing in the **repeat** block

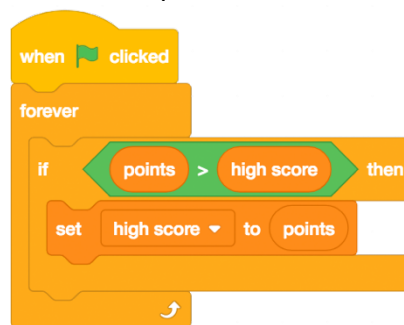   - We want the clouds to clear when we shoot them
- In Clouds' script area:
    - Replace the existing **repeat** block with:

Creating a high score

- Make another variable called "high score"
- Add the following to the character's script area:

- If there is the need to reset the high score, we can create that option: