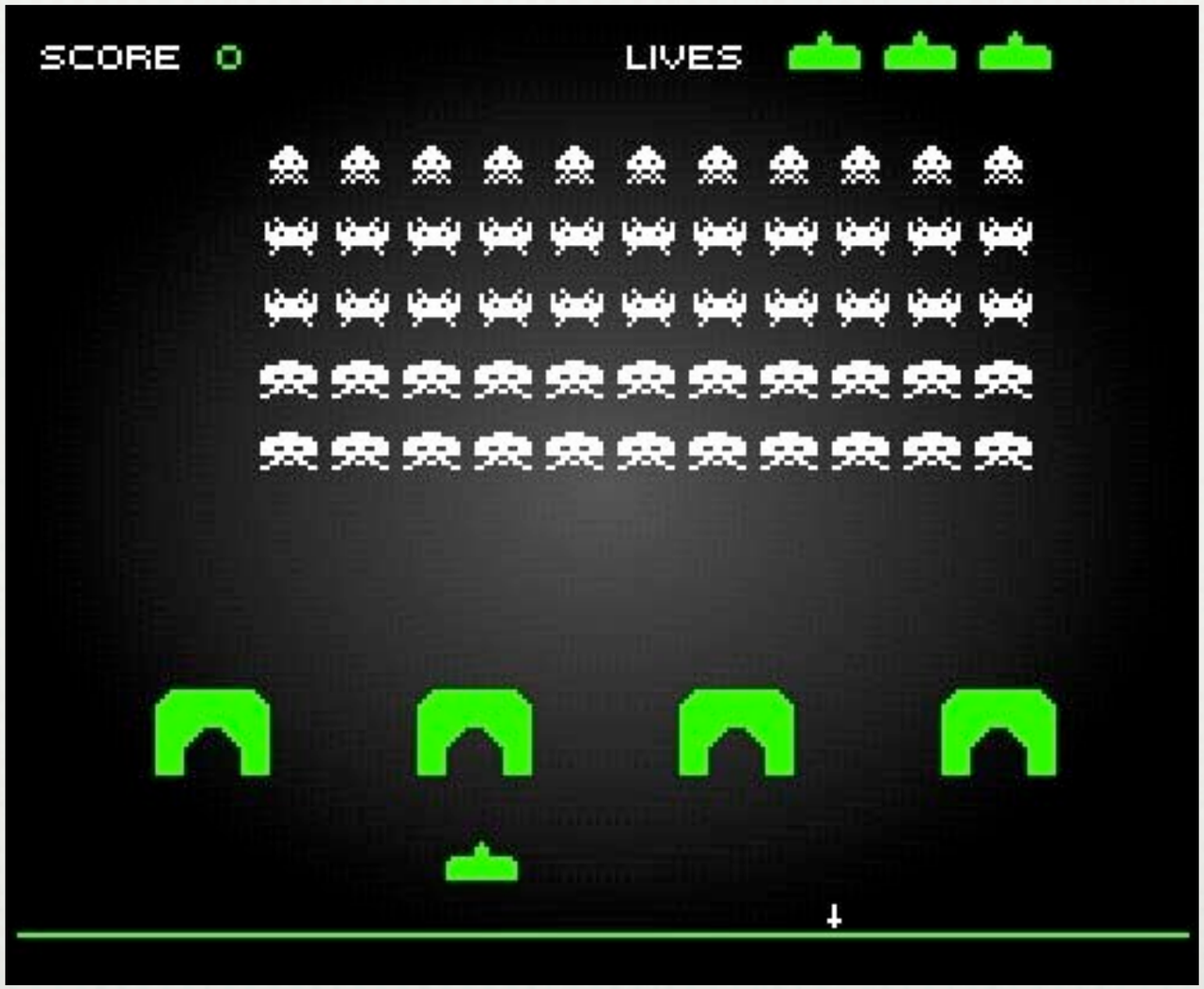
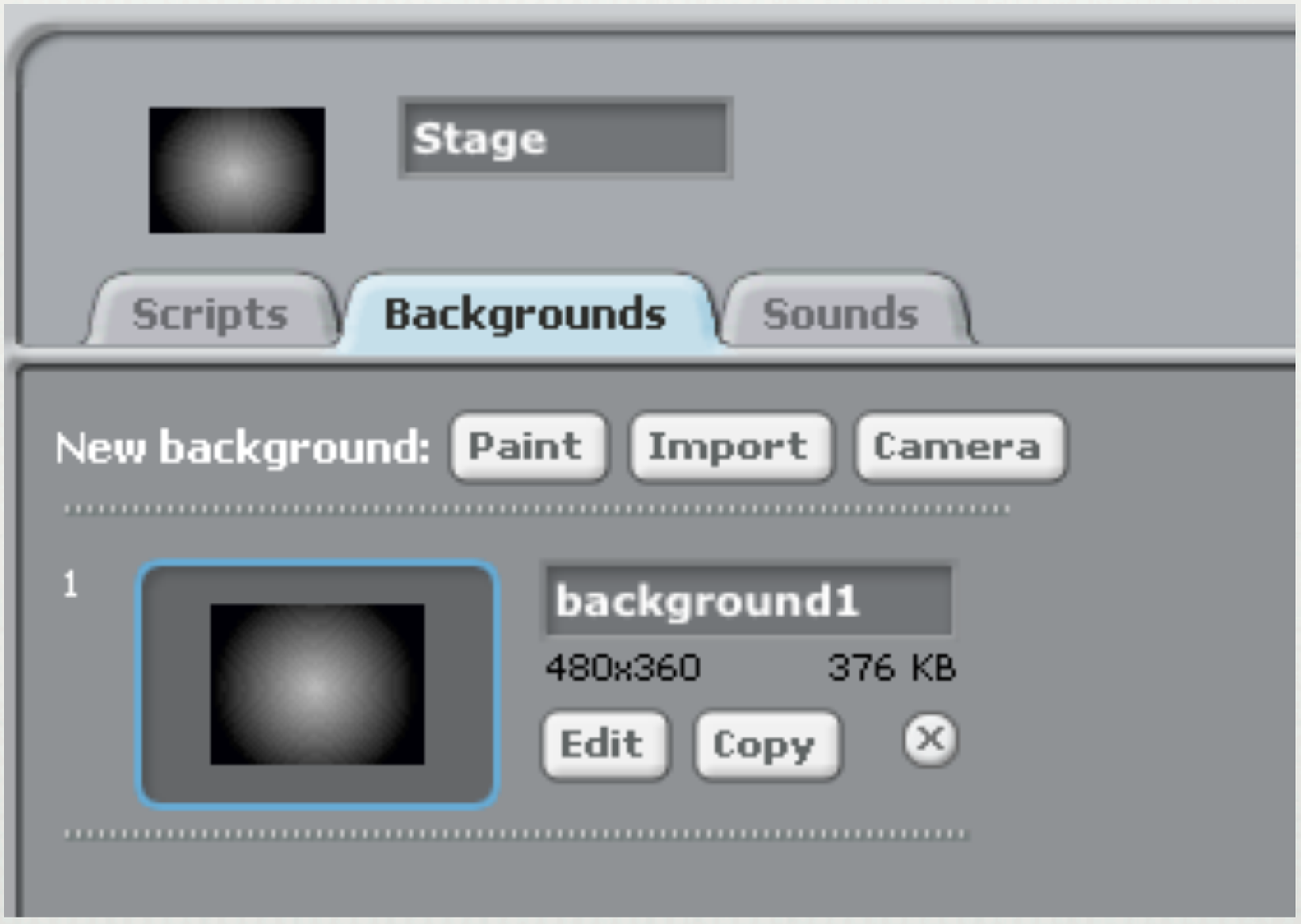
Coder Dojo

* Notes on : coderdojoloughrea.wordpress.com
* Register on : www.eventbrite.ie
* Join us on : www.facebook.com/groups/coderdojoloughrea
* Code available on : http://scratch.mit.edu/studios/328947/

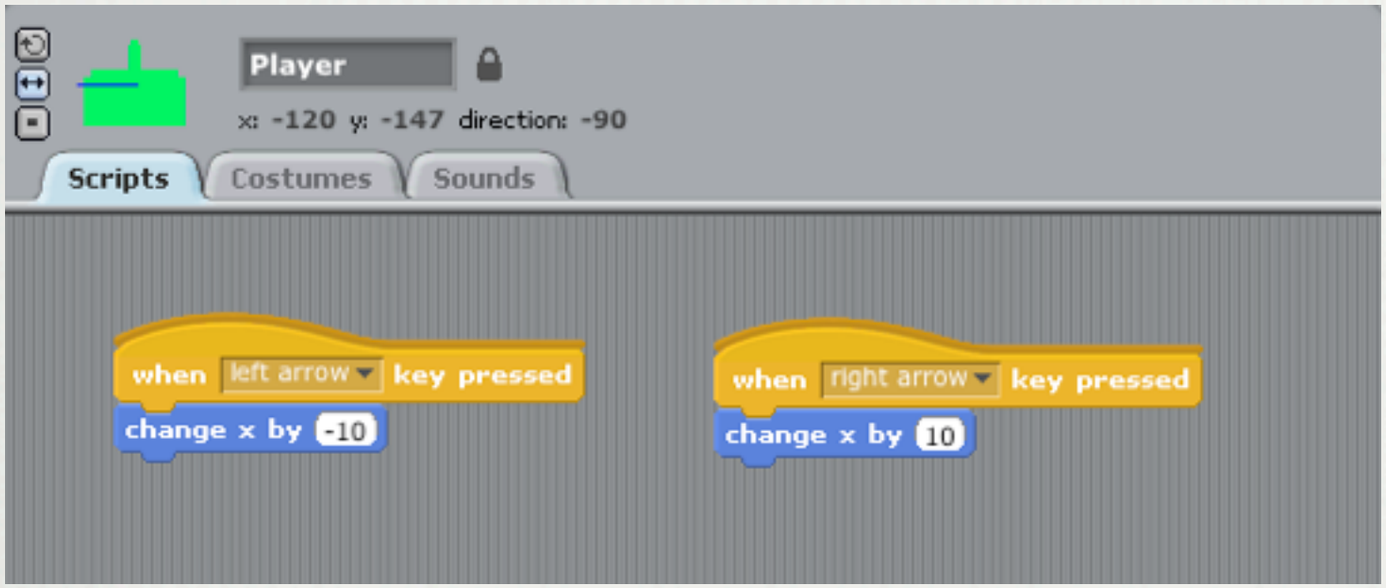
THE REAL THING

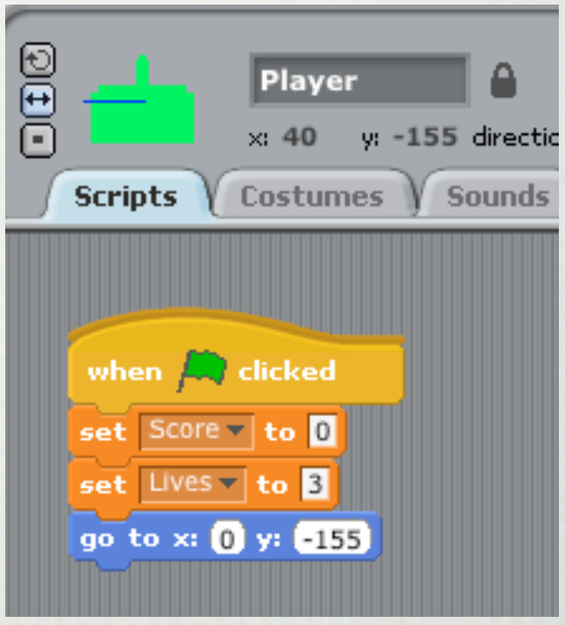


SET YOUR BACKGROUND



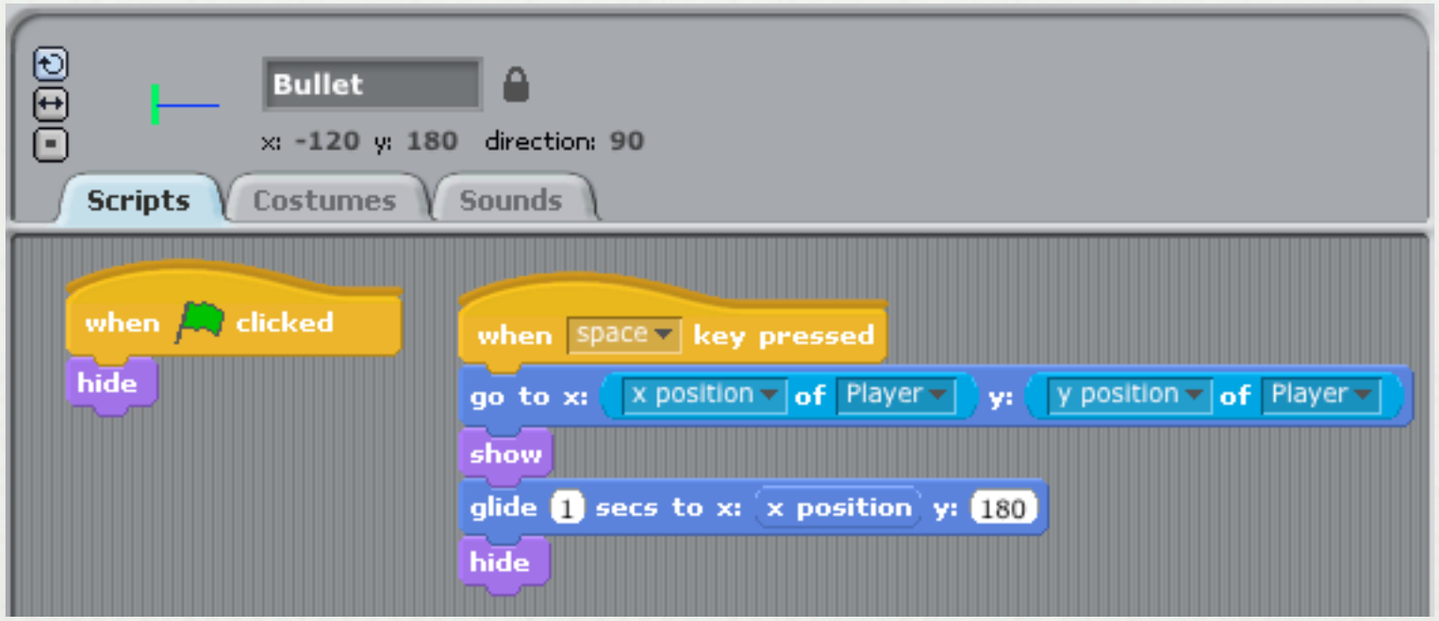
PLAYER


Player
x: -120 y: -147 direction: -90
Scripts
Costumes
Sounds
when left arrow key pressed
change x by -10
when right arrow key pressed
change x by 10

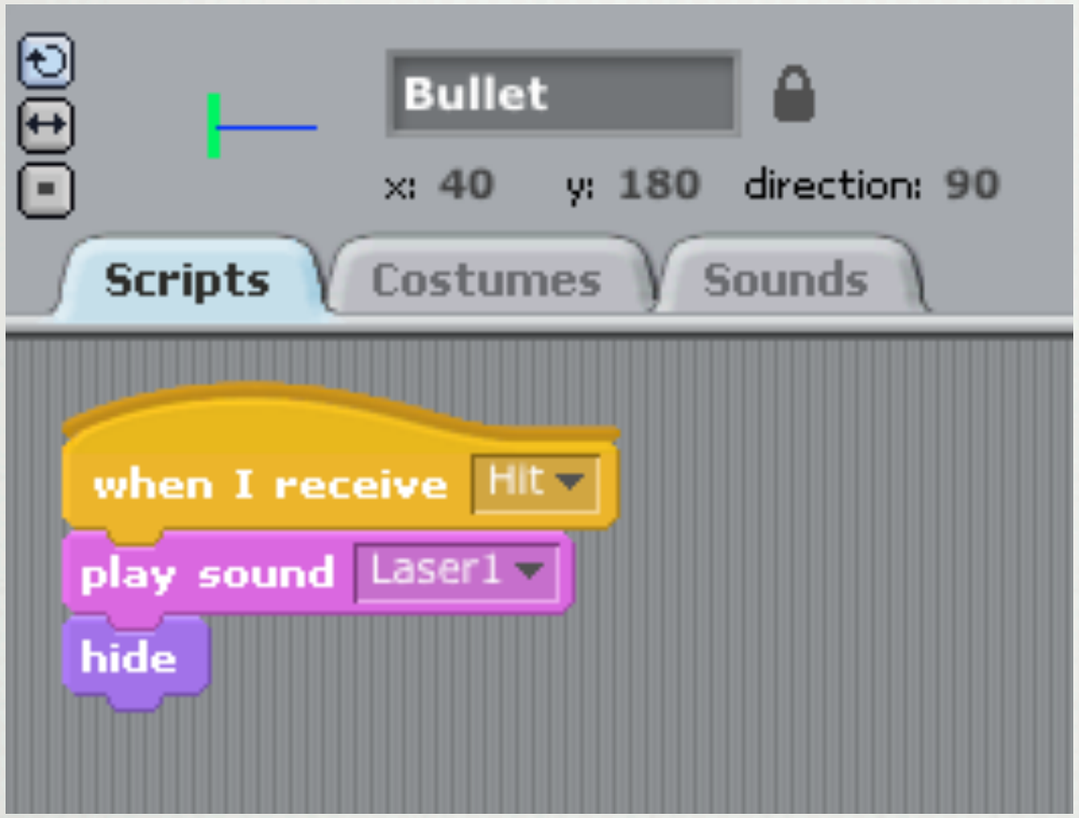

Player
x: 40 y: -155 directio
Scripts
Costumes
Sounds
when clicked
set Score to 0
set Lives to 3
go to x: 0 y: -155

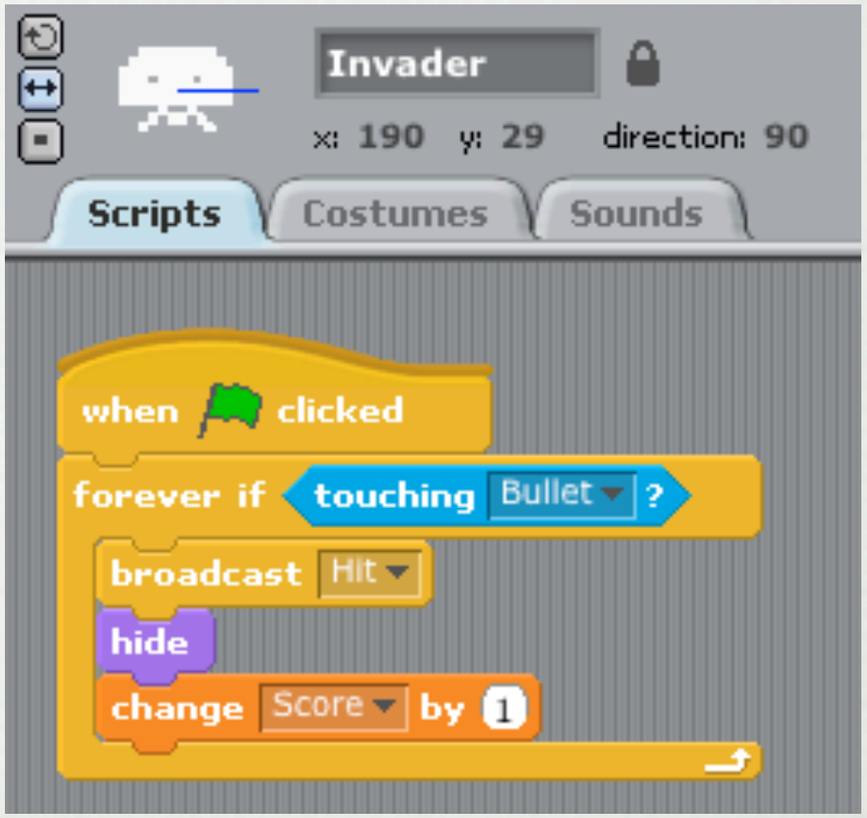
MAKE AN INVADER

LOAD UP


Bullet
x: -120 y: 180 direction: 90
Scripts
Costumes
Sounds
when clicked
hide
when space key pressed
go to x: x position of Player y: y position of Player
show
glide 1 secs to x: x position y: 180
hide

BULLET HIT


Bullet
x: 40 y: 180 direction: 90
Scripts
Costumes
Sounds
when I receive Hit
play sound Laser1
hide

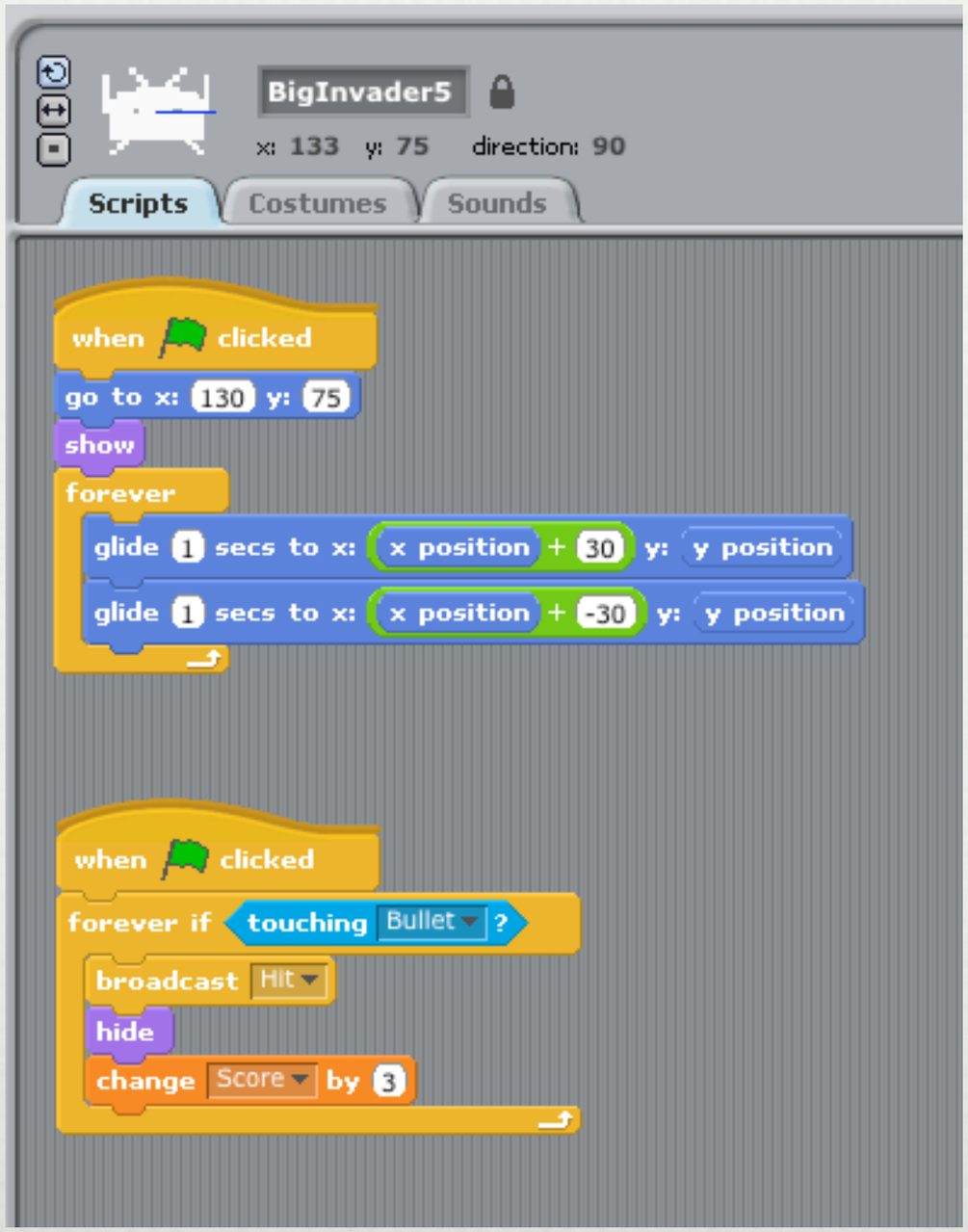

Invader
x: 190 y: 29 direction: 90
Scripts
Costumes
Sounds
when clicked
forever if touching Bullet ?
broadcast Hit
hide
change Score by 1

MORE ENEMIES

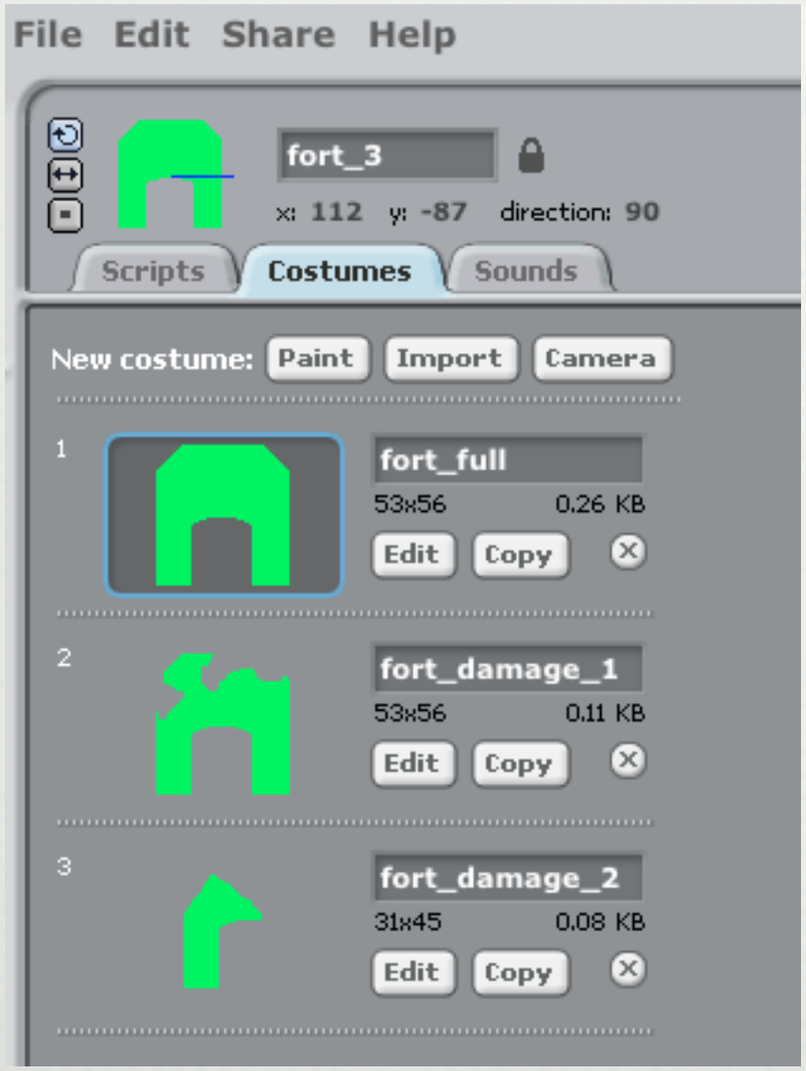
POSITION EACH INVADER

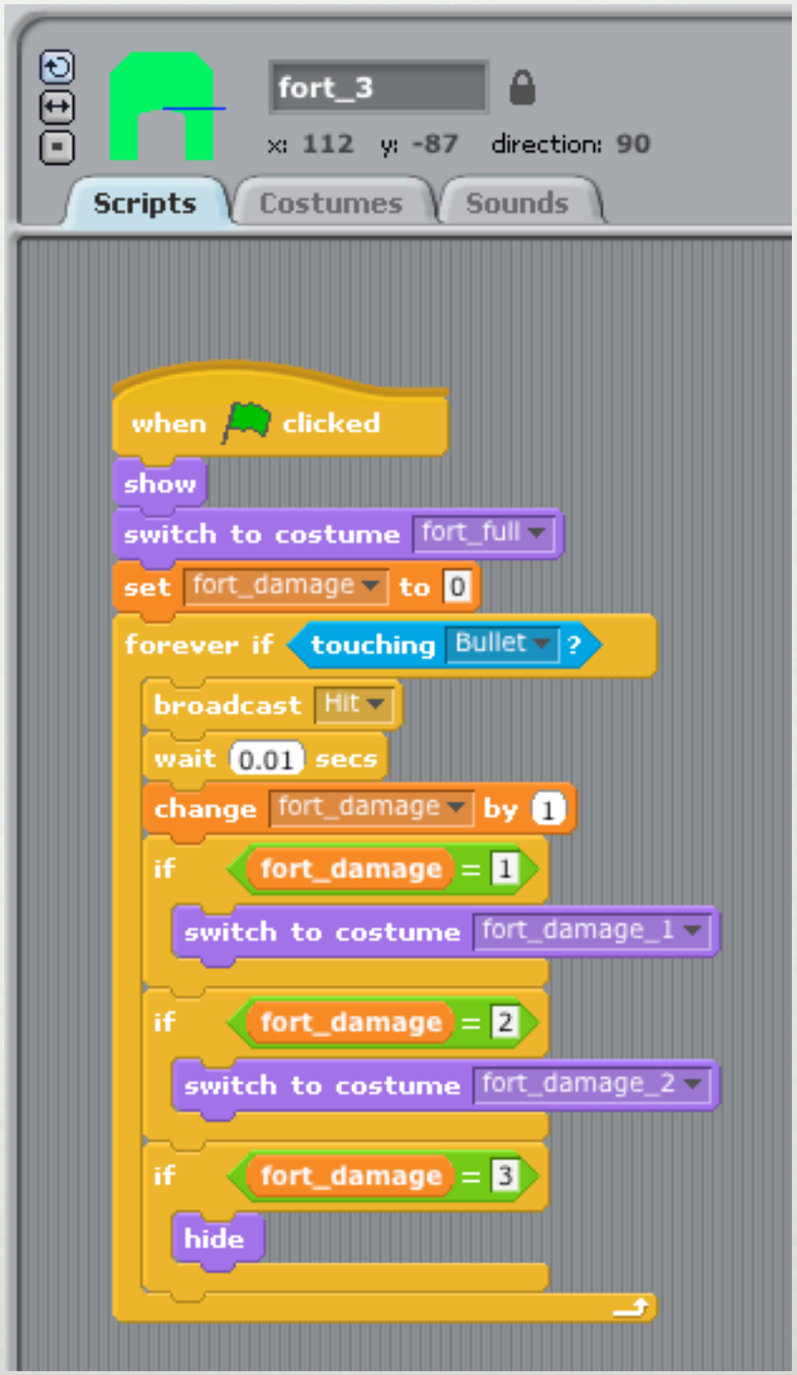
SET YOUR X AND Y

BIG INVADER

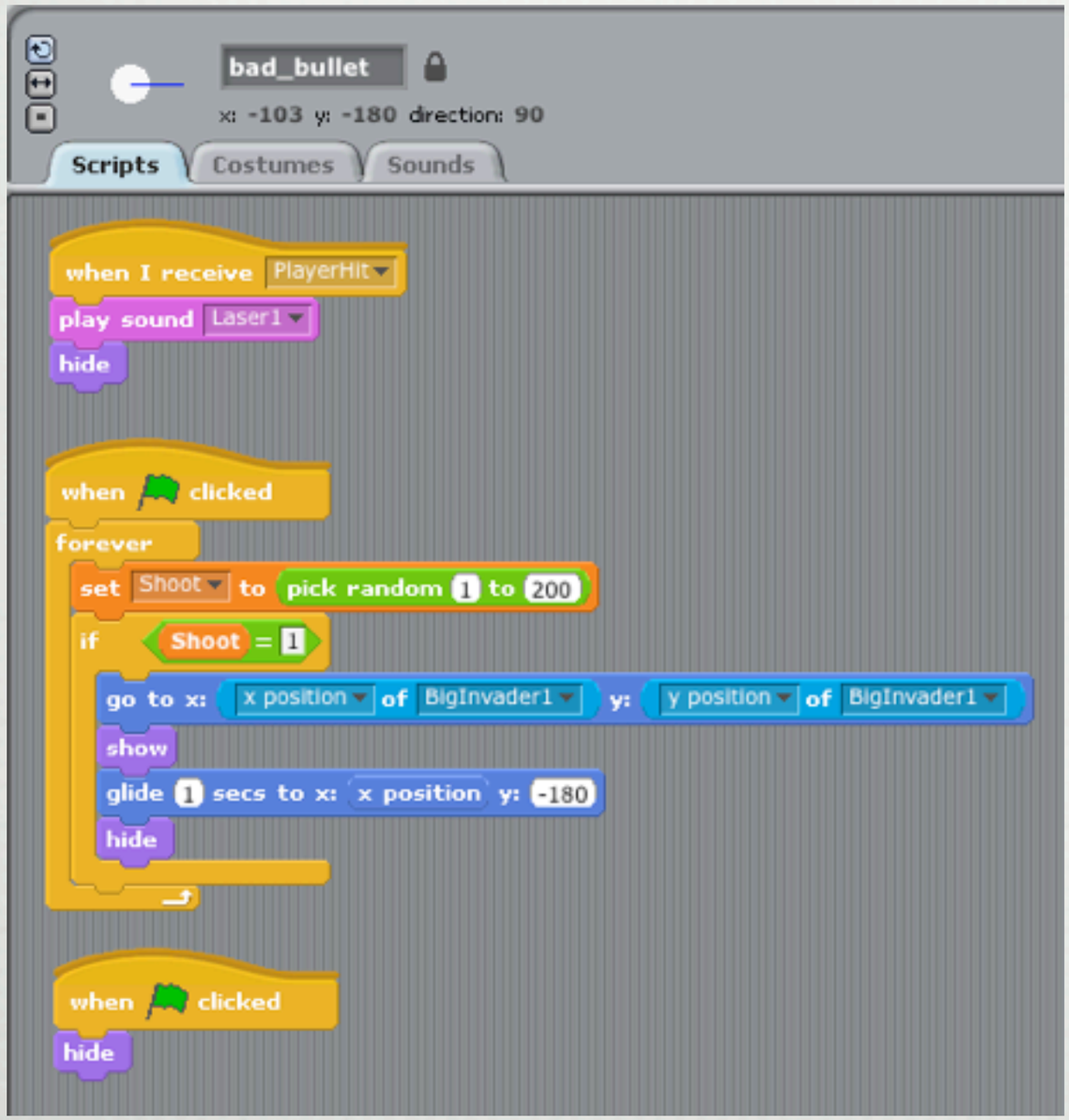

BigInvader5
x: 133 y: 75 direction: 90
Scripts
Costumes
Sounds
when clicked
go to x: 130 y: 75
show
forever
glide 1 secs to x: x position + 30 y: y position
glide 1 secs to x: x position + -30 y: y position
when clicked
forever if touching Bullet ?
broadcast Hit
hide
change Score by 3

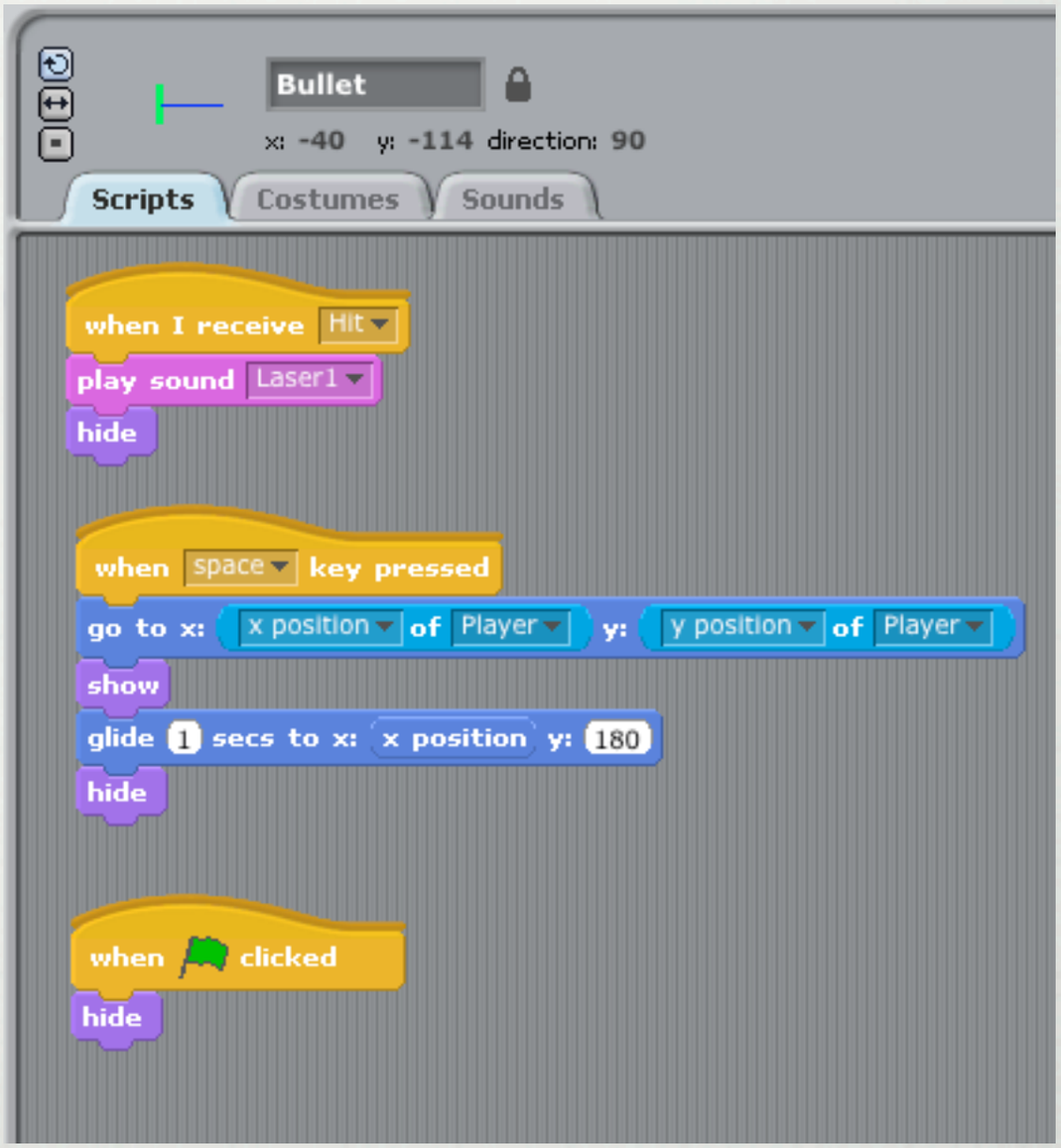
GET SOME FORTS



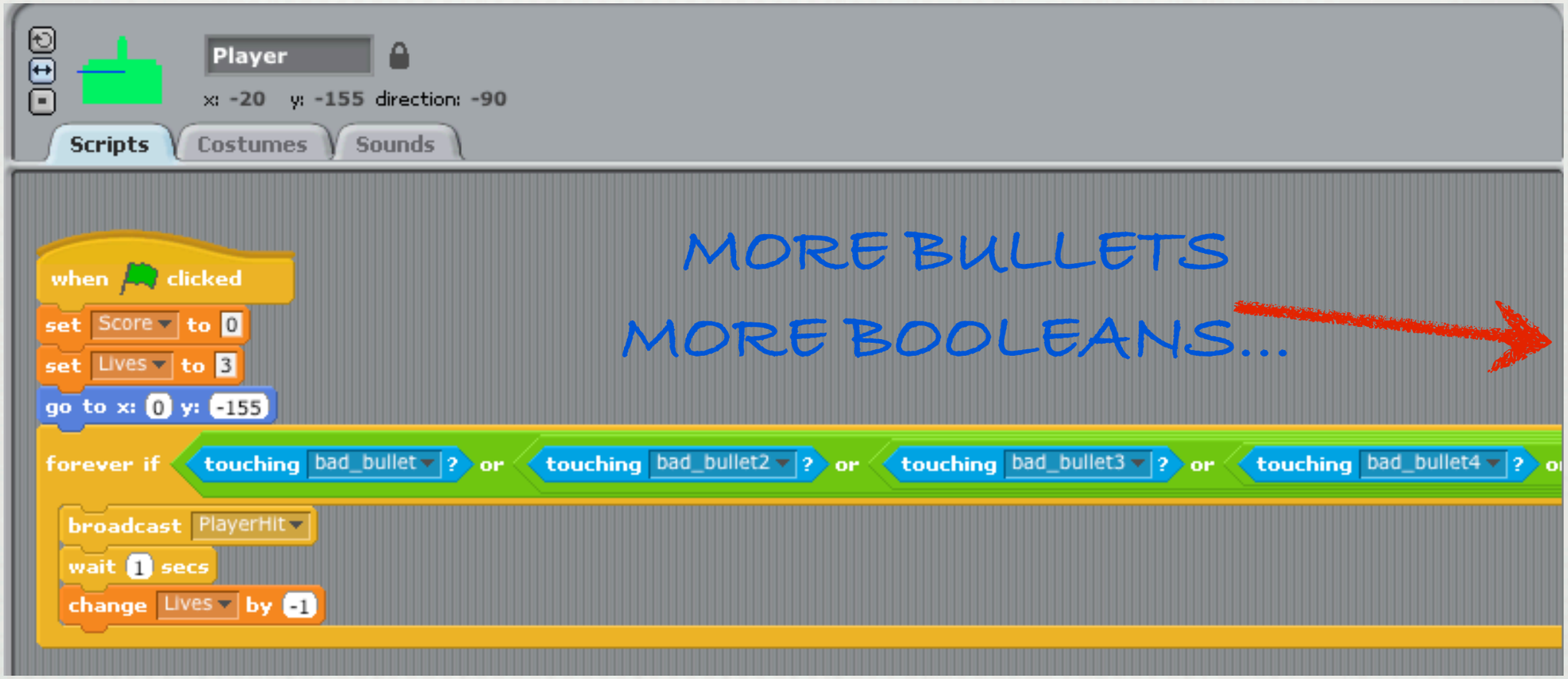


WHEN A BULLET GOES BAD

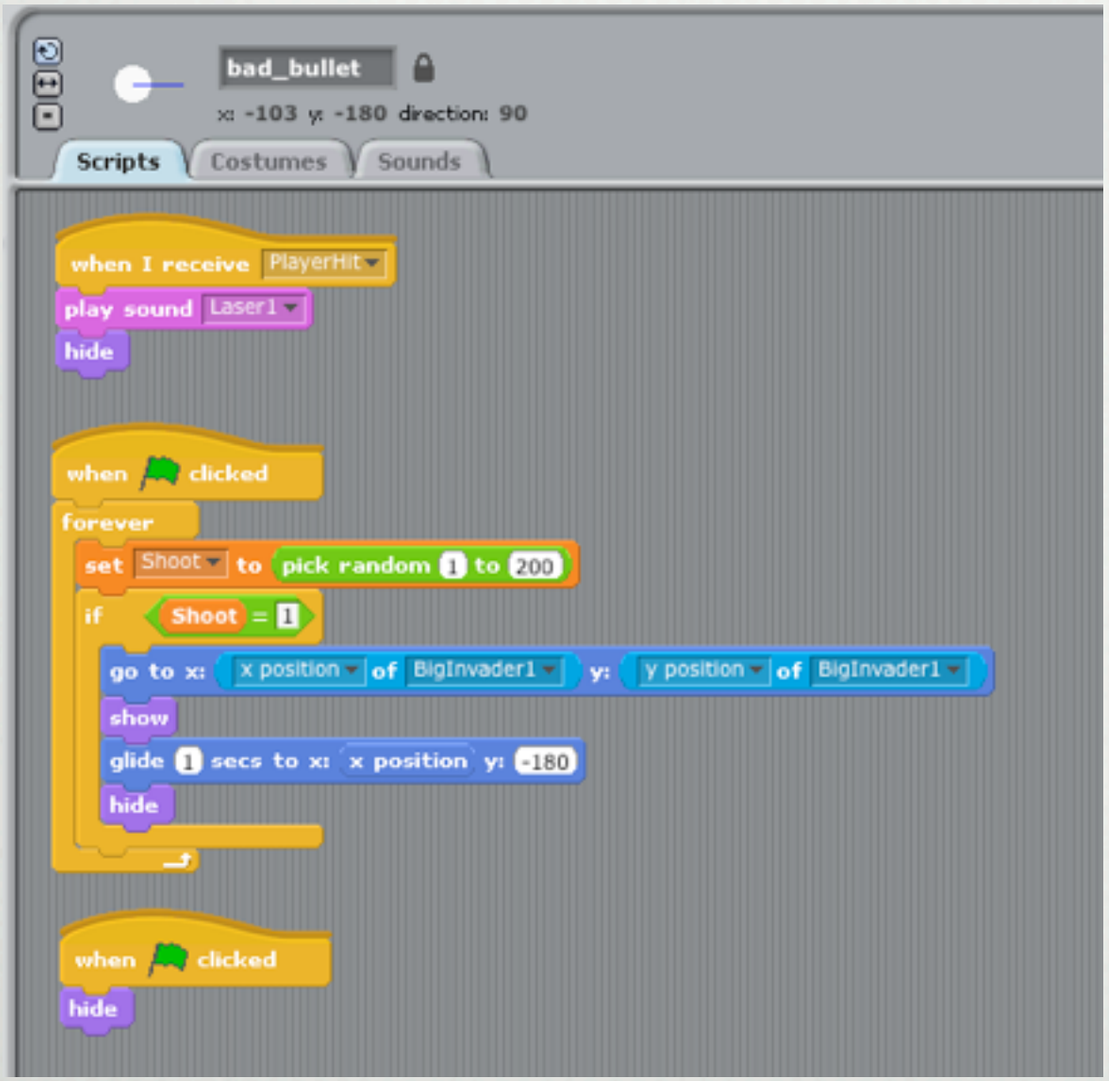


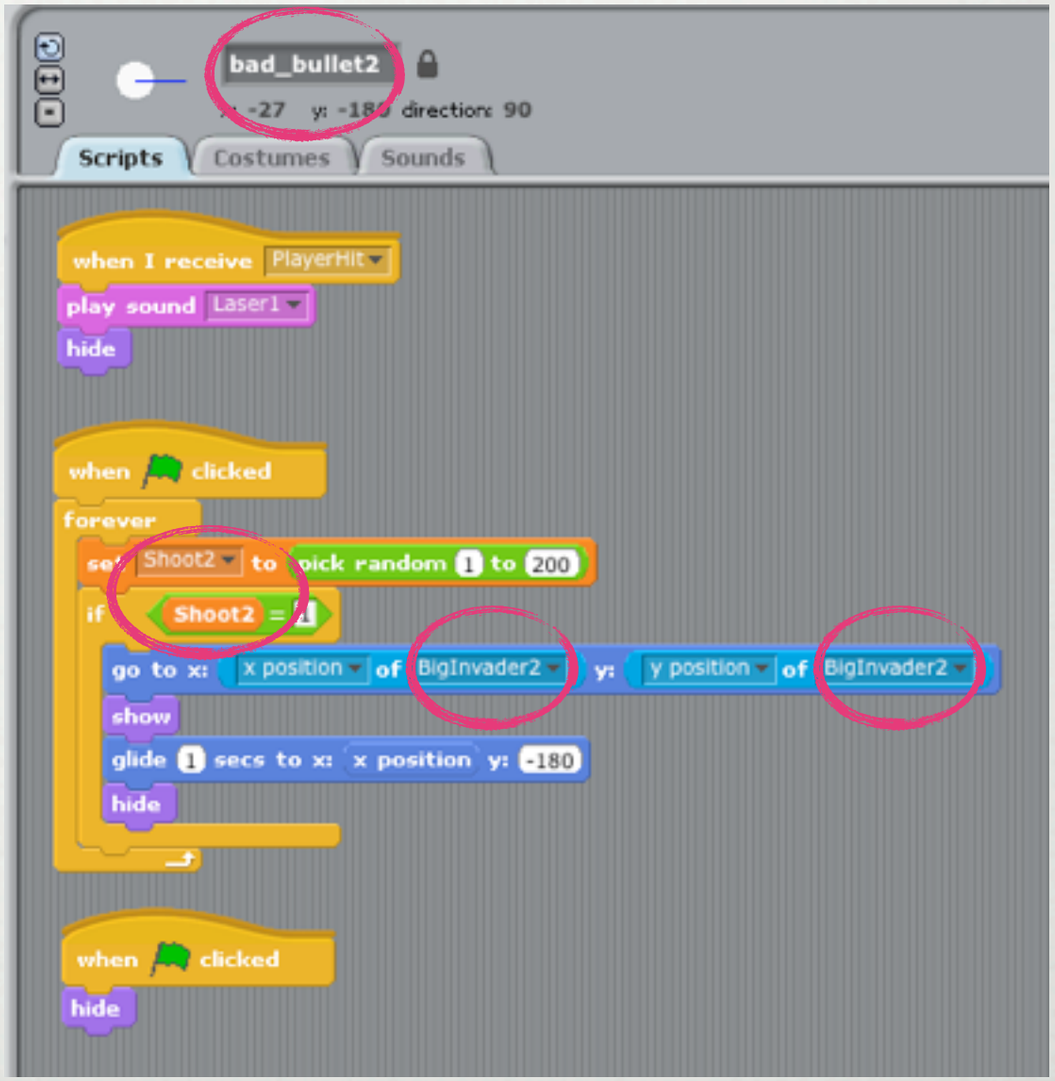


TAKE A HIT


Player
x: -20 y: -155 direction: -90
Scripts
Costumes
Sounds
when clicked
set Score to 0
set Lives to 3
go to x: 0 y: -155
forever if touching bad_bullet ? or touching bad_bullet2 ? or touching bad_bullet3 ? or touching bad_bullet4 ?
broadcast PlayerHit
wait 1 secs
change Lives by -1
MORE BULLETS
MORE BOOLEANS...

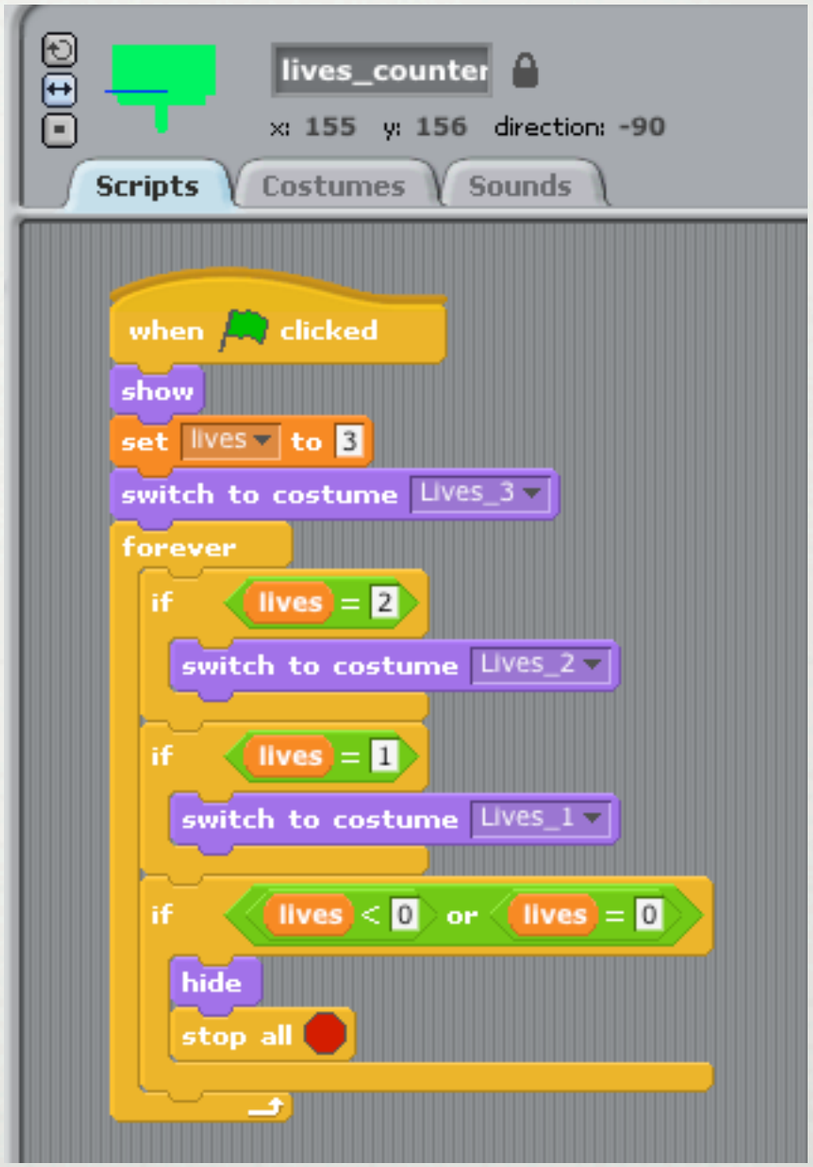
SPOT THE DIFFERENCE



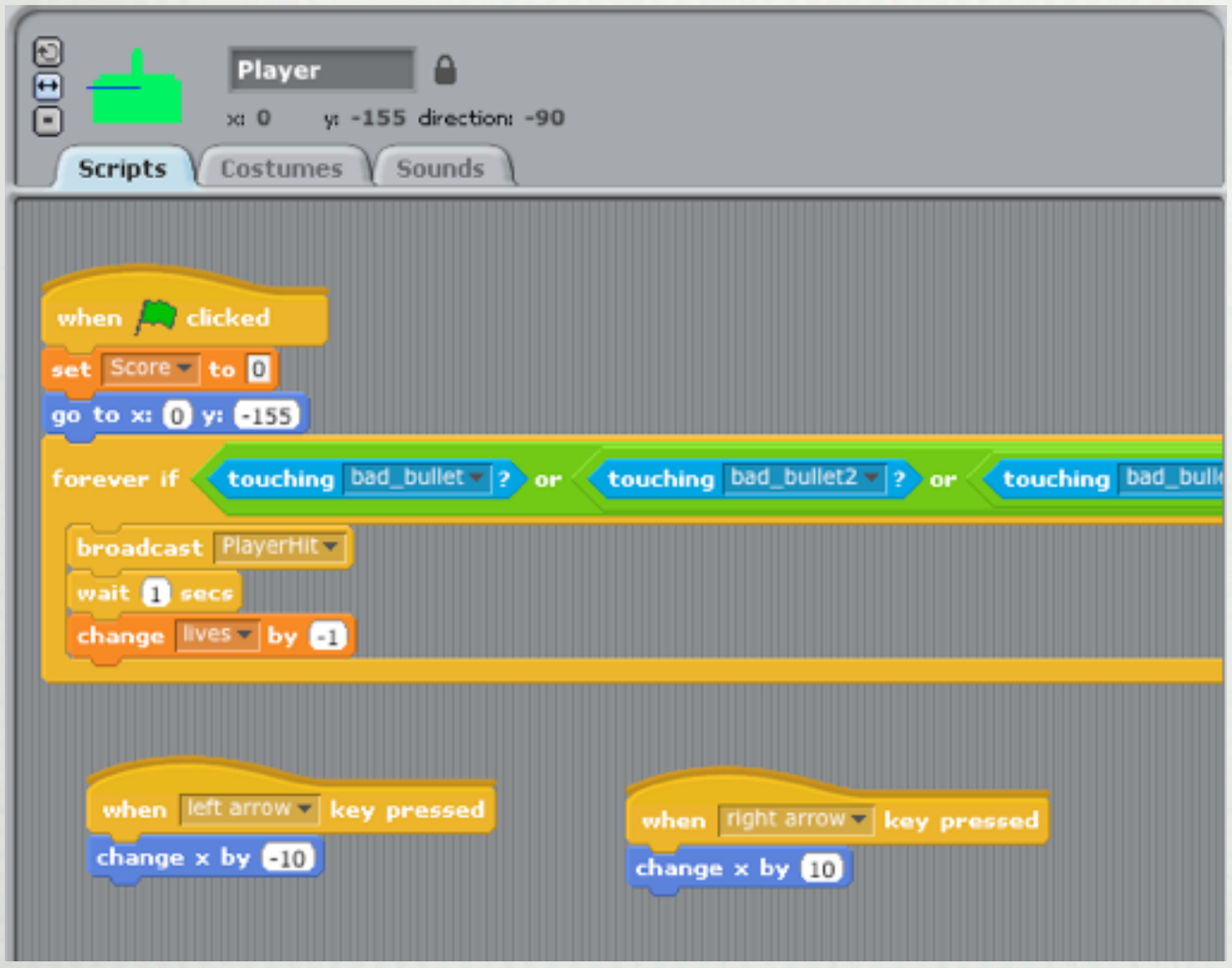


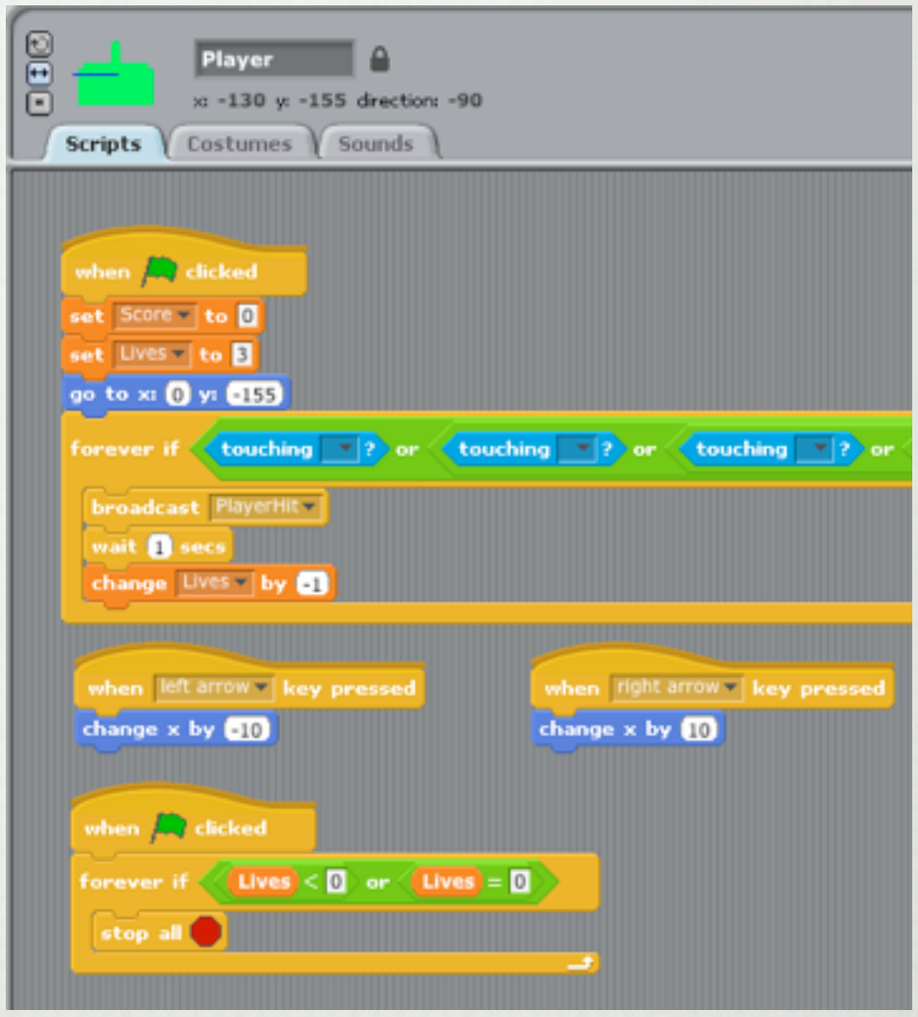
bad_bullet
x: -96 y: -180 direction: 90
Scripts
Costumes
Sounds
when I receive PlayerHit
play sound Laser1
hide
when clicked
forever
set Shoot to pick random 1 to 200
if Shoot = 1
go to x: x position of BigInvader1 y: y position of BigInvader1
show
glide 1 secs to x: x position y: -180
hide
when clicked
hide
forever if touching Fort ? or touching fort_2 ? or touching fort_3 ?
hide
SOMEWHERE TO HIDE

REAL LIFE COUNTER

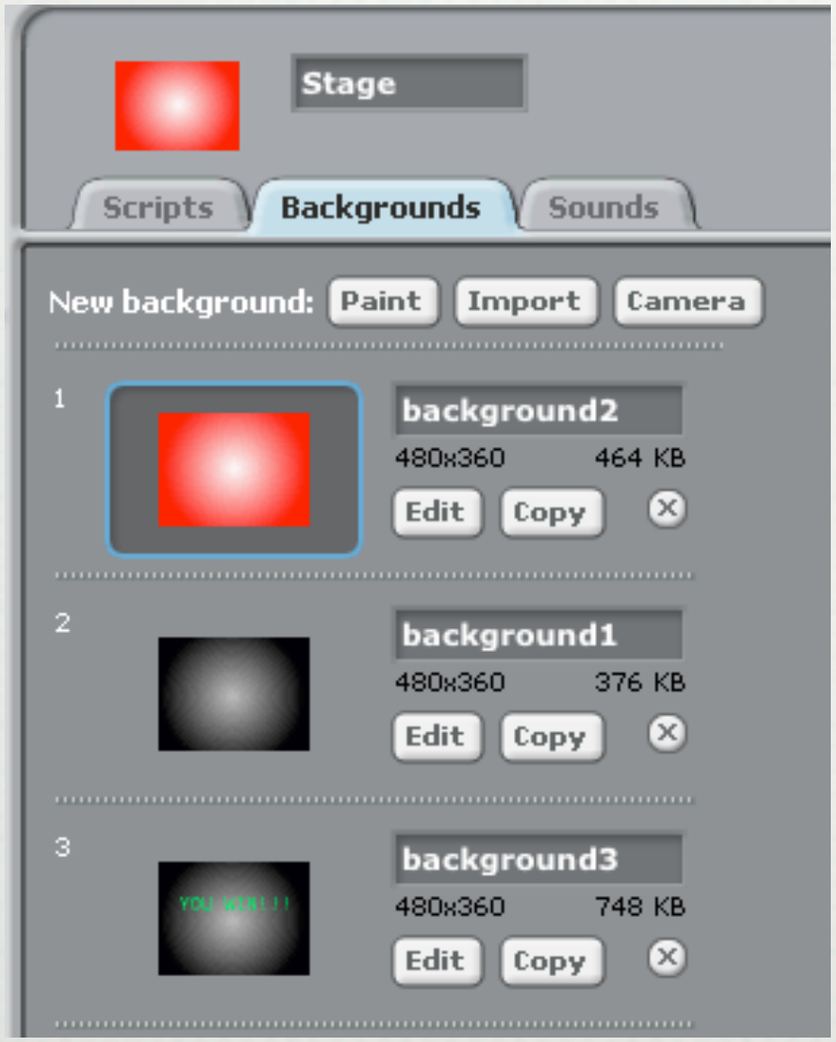


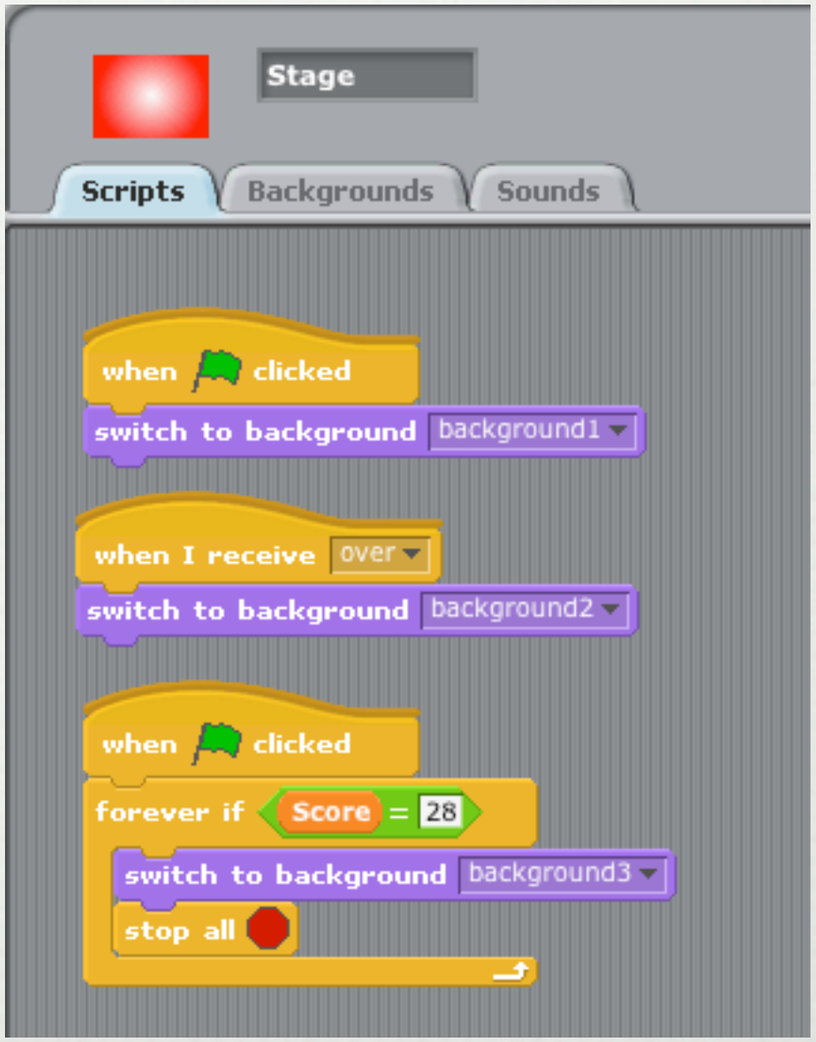
CLEAN UP PLAYER CODE



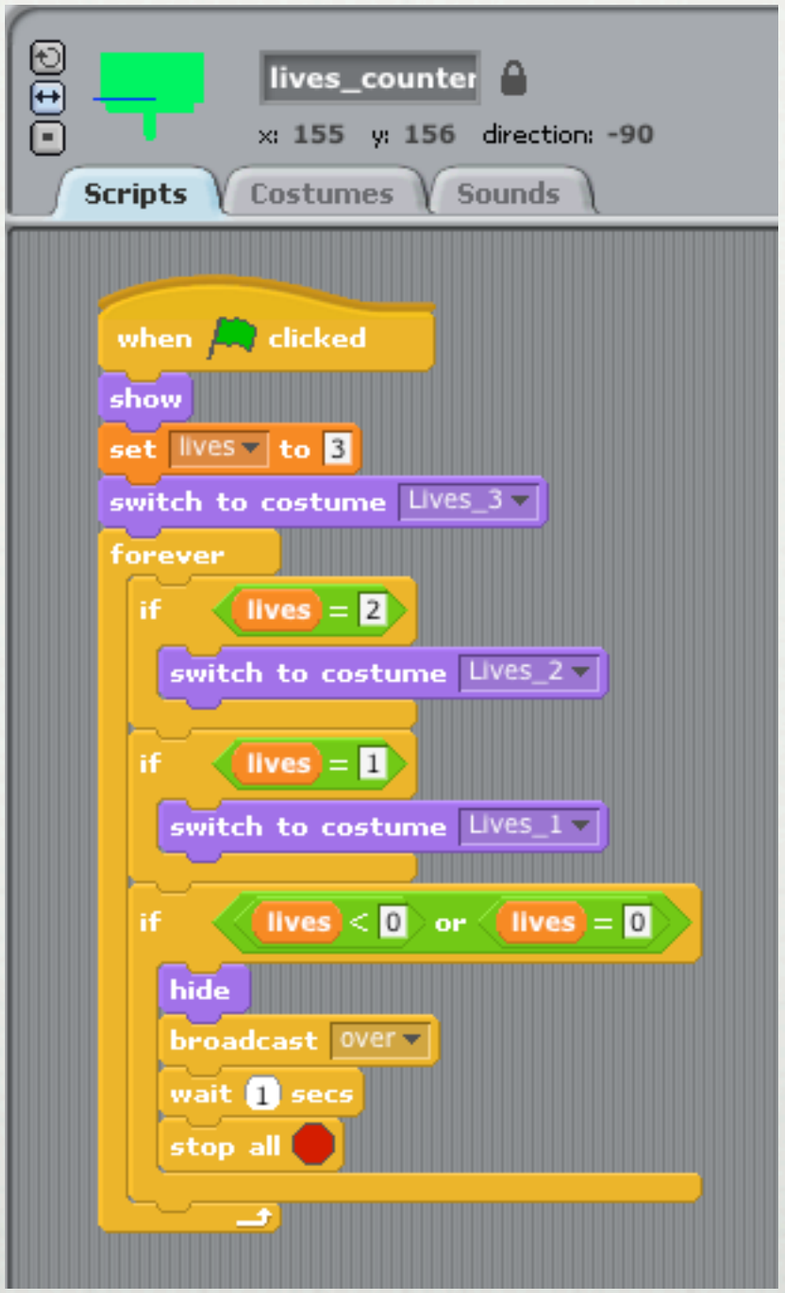
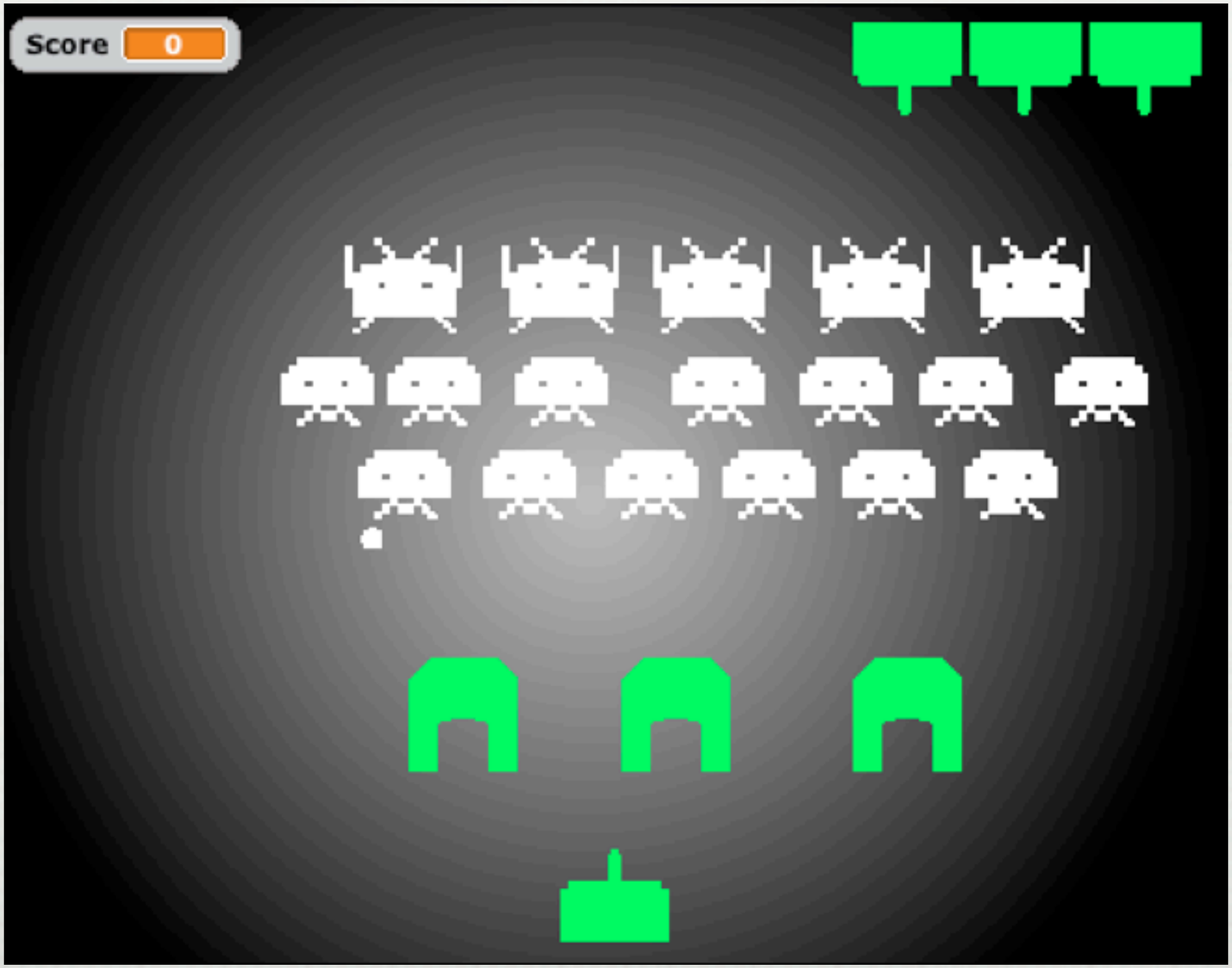


GAME STATES


Stage
Scripts
Backgrounds
Sounds
New background:
Paint
Import
Camera
1
background2
480x360
464 KB
Edit
Copy
2
background1
480x360
376 KB
Edit
Copy
3
YOU WIN!!!
background3
480x360
748 KB
Edit
Copy


Stage
Scripts
Backgrounds
Sounds
when clicked
switch to background
background1
when I receive
over
switch to background
background2
when clicked
forever if
Score
=
28
switch to background
background3
stop all

BROADCAST GAME OVER



GAME OVER