Intermediate game project: Asteroids
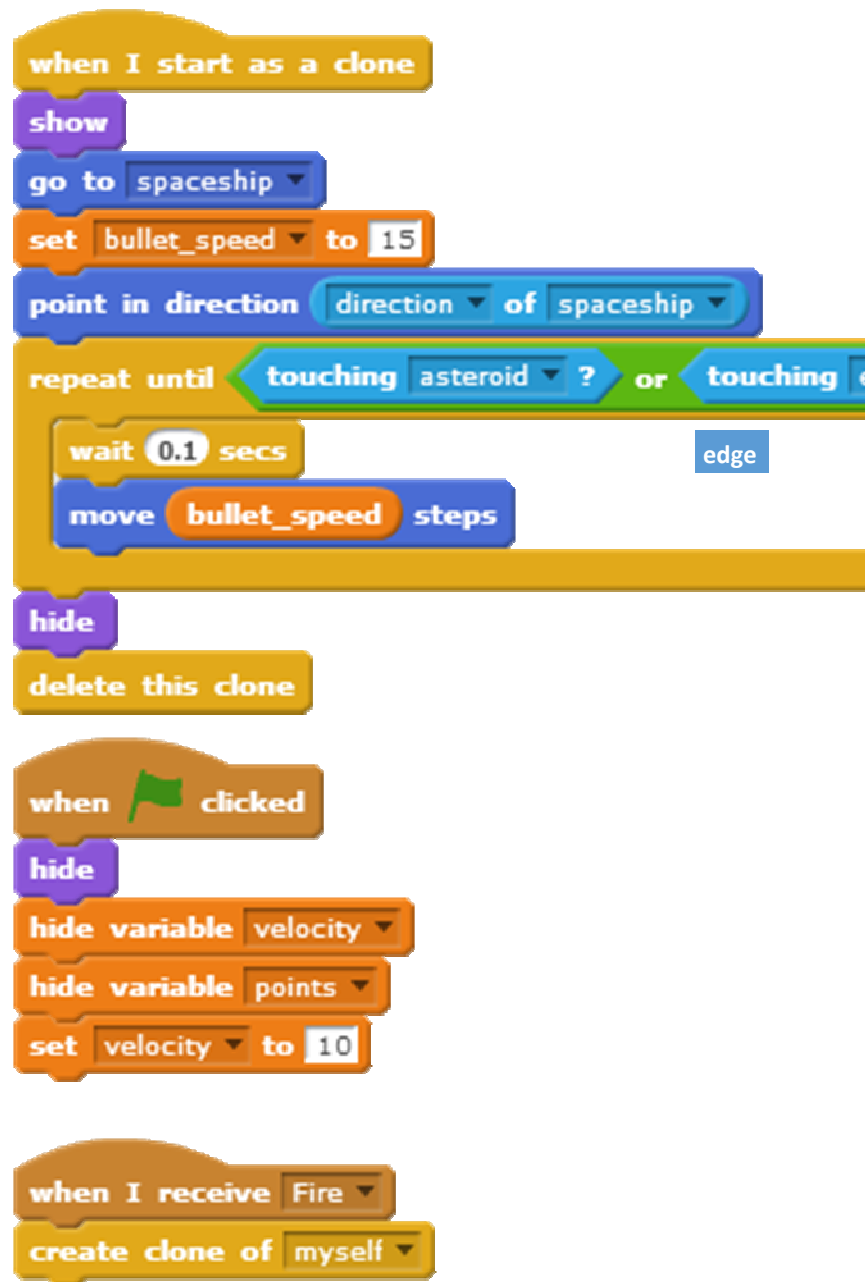
•Start with scratch.mit.edu/projects/17772258   (Re-mix it to make your own copy)

Add basic ship code to drive the ship.

On the asteroid(s)

```
when [flag] clicked
hide
go to x: 245 y: 115
create clone of myself
go to x: 245 y: -115
create clone of myself
go to x: 245 y: -115
create clone of myself
```

```
when I start as a clone
wait 0.2 secs
forever
  if < touching bullet ? > then
    change points by 1
    if < size > 30 > then
      change size by -35
      create clone of myself
      create clone of myself
    delete this clone
```

On the photon torpedoes

```
when I start as a clone
show
go to spaceship
set bullet_speed to 15
point in direction ( direction of spaceship )
repeat until < touching asteroid ? or touching edge >
  wait 0.1 secs
  move bullet_speed steps
hide
delete this clone
```

```
when [flag] clicked
hide
hide variable velocity
hide variable points
set velocity to 10
```

```
when I receive Fire
create clone of myself
```

Then add features like

scores • lives and game over • leveling up after shooting all asteroids • enemy ships • better graphics

Check out cs-first.com and scratch.mit.edu for more scratch projects, tips, and a fun community