"Shooting Game"



Select backdrop "stars"



Add text to "backdrop1

Codes for backdrops

```
when clicked

switch backdropto stars

set score to 0

set lives to 3

wait until lives < 1

switch backdropto backdrop1

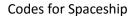
broadcast game over and wait

stop all v
```

Sprite "spaceship"

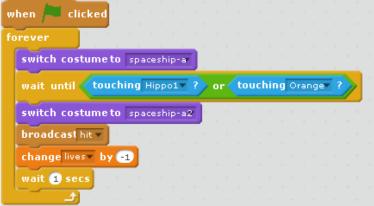


Costume1: Click "Shrink" 3-4 times





Costume2: Delete original one and draw "exploded" costume



Sprite "orange"



Costume1 : Click "Shrink" 3-4 times



```
when I start as a clone

go to Ball v

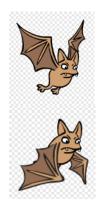
show

when I receive not repeat until touching edge ?

change y by -4

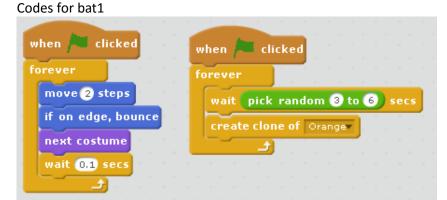
delete this clone
```

Sprite "bat1"



Costume1 : Click "Shrink" 3-4 times

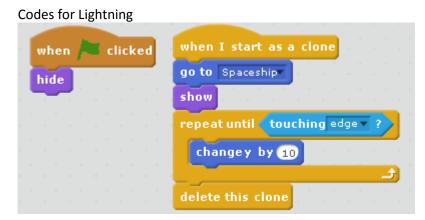
Costume2



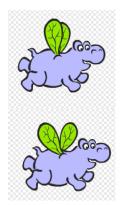
Sprite "Lightning"



Costume1 : Click "Shrink" 3-4 times



Sprite "Hippo1"



Costume1 : Click "Shrink" 2-3 times

```
when clicked when I start as a clone set speed to pick random 2 to 4 x:1 y:2 show repeat until touching Lightning? move speed steps turn pick random -10 to 10 degrees if on edge, bounce change score by 10 delete this clone
```