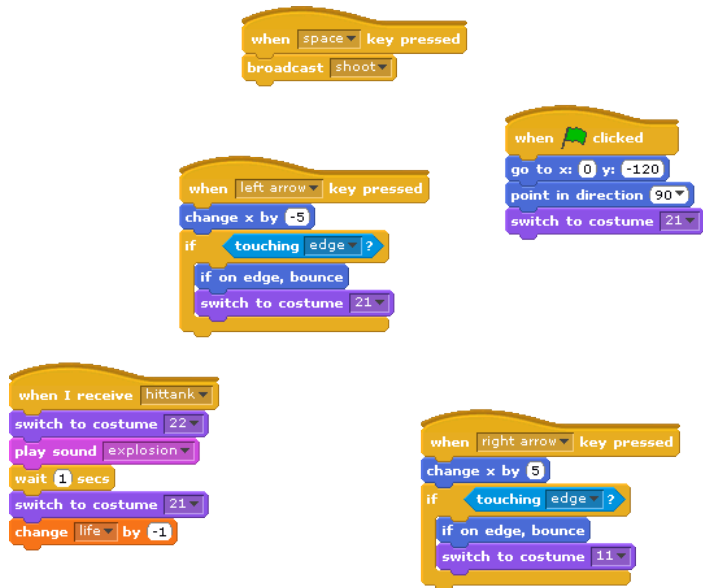


Sprite1 - opening



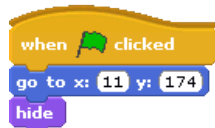
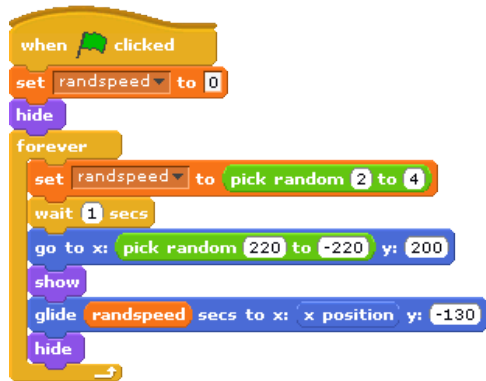
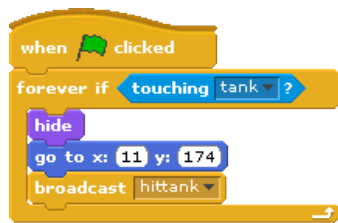
tank



Sprite2 – green bullet



Sprite76 – white bullet



left



right



bottom



Sprite11



```

when clicked
show
forever if touching Sprite3
  broadcast hit
  hide
  change Score by 100
  change aliencount by -1

```

```

when I receive moveleft
change y by -5
change x by 20
point in direction 90
switch to costume costume1
if invadercount = 1 or invadercount = 2
  change speed by -0.03
if invadercount = 3 or invadercount = 4
  change speed by -0.025
if invadercount = 5 or invadercount = 6
  change speed by -0.015
if invadercount = 7 or invadercount = 8
  change speed by -0.015
if invadercount = 9 or invadercount = 10
  change speed by -0.01

```

```

when clicked
show
go to front
go to x: 0 y: 150
point in direction 90
switch to costume costume1
forever
  move 10 steps
  wait speed secs
  if touching right
    broadcast moveright
  if touching left
    broadcast moveleft
  if touching bottom
    broadcast gameover and wait

```

```

when I receive moveright
change y by -5
change x by 20
point in direction -90
switch to costume costume2
if invadercount = 1 or invadercount = 2
  change speed by -0.03
if invadercount = 3 or invadercount = 4
  change speed by -0.025
if invadercount = 5 or invadercount = 6
  change speed by -0.015
if invadercount = 7 or invadercount = 8
  change speed by -0.015
if invadercount = 9 or invadercount = 10
  change speed by -0.01

```

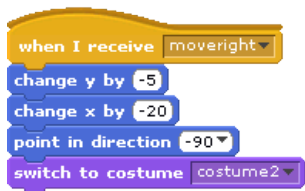
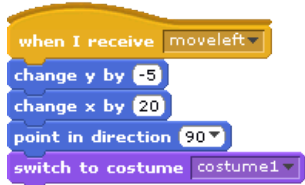
```

when I receive gameover
wait 2 secs
stop all

```

Alien, sprite13, sprite 18

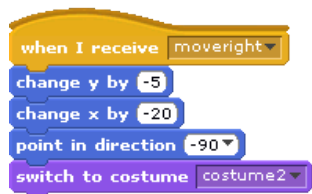
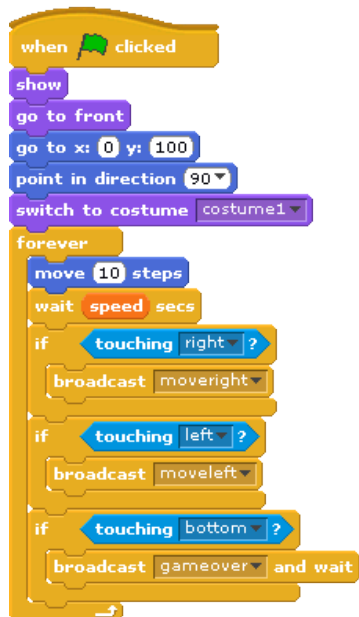
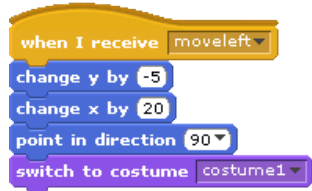
Sprite14-sprite17, sprite 19-22 (only difference between each are positions)



Sprite32-sprite42 (only difference is the location that they start with)

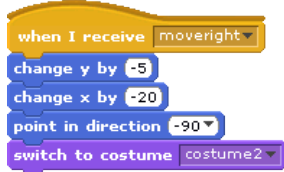
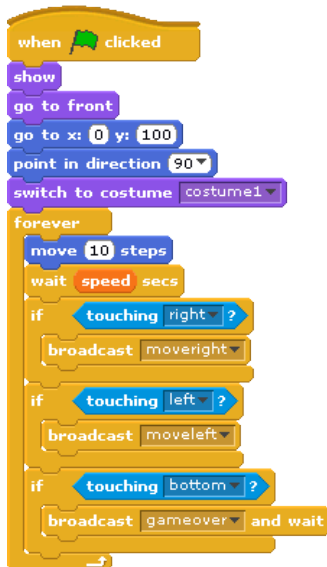
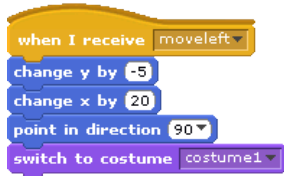
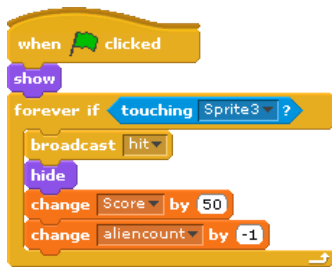


Sprite43-sprite53 (only difference is the location that they start with)

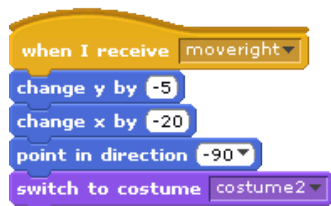
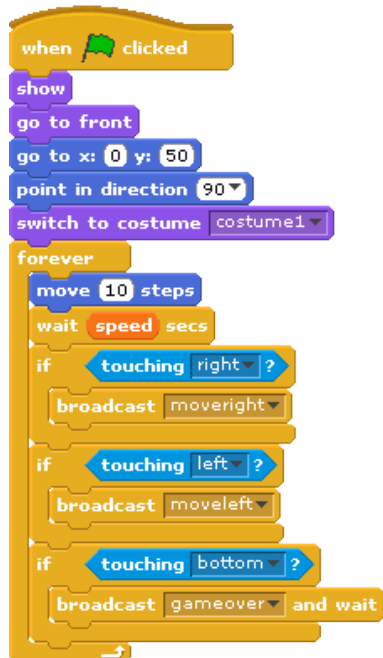
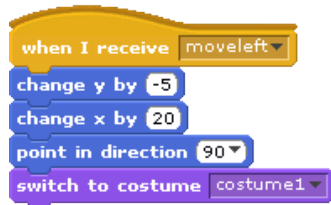




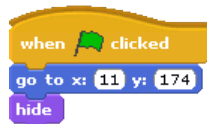
Sprite54-sprite64 (only difference is the location that they start with)



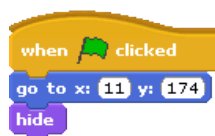
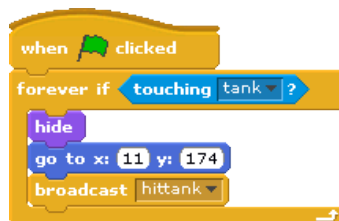
Sprite65-sprite75 (only difference is the location that they start with)



## Sprite77



## Sprite78



Sprite79



Sprite80



Sprite81



Sprite82

