Sprite1 - opening

```
when 🦰 clicked
                                    go to front
hide
tank
                                    when space▼ key pressed
                                     roadcast shoot▼
                                                                           when 🦲 clicked
                                                                          go to x: 0 y: -120
                         when left arrow key pressed change x by 5 if touching edge ? if on edge, bounce
                                                                          point in direction 90▼
                                                                          switch to costume 21
                           switch to costume 21 v
when I receive hittank v
                                                             when right arrow key pressed change x by 5 if touching edge ?
play sound explosion wait 1 secs
switch to costume 21
 change life v by -1
                                                               switch to costume 11
```

Sprite2 – green bullet

```
when Ӓ clicked
forever if touching color ?
 hide
when I receive shoot▼
if touching color ?
 play sound shoot▼
 go to tank▼
 show repeat until (touching color ?
  change y by 10
 repeat (40)
  move 10 steps
when 🔼 clicked
go to x: 11 y: 174
hide
when I receive hit▼
go to x: 11 y: 174
```

Sprite76 – white bullet

```
when 🤼 clicked
forever if touching tank▼?
 hide
 go to x: 11 y: 174
  broadcast hittank▼
when 🔎 clicked
set randspeed ▼ to 0
hide
 set randspeed to pick random 2 to 4 wait 1 secs
 go to x: pick random 220 to -220 y: 200 show
 glide randspeed secs to x: x position y: -130
 hide
when 🔼 clicked
go to x: 11 y: 174
hide
left
when 🖲 clicked
go to x: -230 y: -2
go back 1 layers
right
when 🦱 clicked
go to x: 230 y: -2
go back 1 layers
bottom
when 🦱 clicked
go to x: 0 y: -95
go back 1 layers
```

Sprite11

```
when clicked
hide
go to x: 0 y: 0

when I receive gameover
show
go to front
stop all
```

```
change aliencount▼ by -1
when I receive moveleft.

change y by 53
change x by 20
point in direction 90*
switch to costume costume1*

if (invadercount = 1 or (invadercount = 2)

change speed by 60.03
   invadercount = 3 or invadercount = 4
 change speed by -0.025
   invadercount = 5 or invadercount = 6
 change speed v by -0.015
  invadercount = 7 or invadercount = 8
 change speed v by -0.015
   invadercount = 9 or invadercount = 10
 change speed v by -0.01
  hen 🔎 clicked
 pint in direction 90 🔻
   broadcast gameover and
when I receive moveright
hange x by -20
 witch to costume costume2 invadercount = 1 or invadercount = 2
 change speed▼ by -0.03
   invadercount = 3 or invadercount = 4
 change speed v by -0.025
  invadercount = 5 or invadercount = 6
 change speed v by -0.015
   invadercount = 7 or invadercount = 8
 change speed v by -0.015
f invadercount = 0 or invadercount = 10

change speedy by -0.01
when I receive gameover wait 2 secs
```

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

```
when 🔎 clicked
show
forever if touching Sprite3 > ?
 broadcast hit▼
 hide
 change Score by 100
 change invadercount by -1
 change aliencount▼ by -1
when I receive moveleft▼
change y by -5
change x by 20
point in direction 90▼
switch to costume costume1
when Ӓ clicked
show
go to front
go to x: 60 y: 150
point in direction 90▼
switch to costume costume1
 move 10 steps
  wait speed secs
 if touching right ?
   broadcast moveright▼
      touching left ▼ ?
   broadcast moveleft▼
      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
when I receive gameover▼
wait 2 secs
stop all
```

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

```
when I receive moveleft▼
change y by -5
change x by 20
point in direction 90▼
switch to costume costume1
when 🦱 clicked
show
go to front
go to x: 0 y: 125
point in direction 90▼
switch to costume costume1
 move 10 steps
 wait speed secs
 if touching right ♥?
  broadcast moveright▼
     touching left▼?
   broadcast moveleft▼
      touching bottom ▼ ?
   broadcast gameover▼ and wait
when 🤼 clicked
show
forever if touching Sprite3 ?
 broadcast hit▼
 hide
 change Score ▼ by 50
 change aliencount  by -1
when I receive moveright▼
change y by -5
change x by (-20)
point in direction (-90▼)
switch to costume costume2
when I receive gameover▼
wait 2 secs
stop all
```

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

```
when 🦱 clicked
show
forever if touching Sprite3 ▼ ?
 broadcast hit▼
 hide
 change Score ▼ by 50
 change aliencount▼ by -1
when I receive moveleft
change y by -5
change x by 20
point in direction 90▼
switch to costume costume1
when 🦱 clicked
show
go to front
go to x: 0 y: 100
point in direction 90▼
switch to costume costume1
 move 10 steps
  wait speed secs
 if touching right ₹?
   broadcast moveright▼
      touching left ♥ ?
   broadcast moveleft▼
      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
when I receive gameover
stop all
```

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

```
when 🦲 clicked
forever if touching Sprite3 ▼ ?
 broadcast hit
hide
change Score by 50
change aliencount by -1
when I receive moveleft
change y by -5
change x by 20
point in direction 90▼
switch to costume costume1
when 🦲 clicked
go to front
go to x: 0 y: 100
point in direction 90▼
switch to costume costume1
 move 10 steps
  wait speed secs
    touching right ▼ ?
  broadcast moveright▼
     touching left ♥ ?
   broadcast moveleft▼
     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
when I receive gameover▼
wait 2 secs
stop all
```

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

```
when 🦱 clicked
show
forever if touching Sprite3 > ?
 broadcast hit
 hide
 change Score ▼ by 25
 change aliencount by (-1)
when I receive moveleft
change y by -5
change x by 20
point in direction 90▼
switch to costume costume1
when 🦰 clicked
show
go to front
go to x: 0 y: 50
point in direction 90▼
switch to costume costume1
 move 10 steps
  wait (speed) secs
      touching right ▼ ?
   broadcast moveright▼
      touching left ▼ ?
  broadcast moveleft▼
      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
when I receive gameover▼
wait 2 secs
stop all
```

Sprite77

```
when 🤼 clicked
forever if touching tank ?
 hide
go to x: 11 y: 174
  broadcast hittank▼
 when 🦲 clicked
set randspeed2▼ to 0
hide
forever

set randspeed2 to pick random 2 to 4
  wait 1 secs
 go to x: pick random 220 to -220 y: 200
 show
 glide randspeed secs to x: x position y: -130
 hide
when 🦲 clicked
go to x: 11 y: 174
hide
Sprite78
when 🦲 clicked
forever if touching tank ▼?
 hide
 go to x: 11 y: 174
  broadcast hittank▼
when 🤼 clicked
set randspeed3 ▼ to 0
hide
 set randspeed3 v to pick random 2 to 4
  wait 1 secs
 go to x: pick random 220 to -220 y: 200
 show
 glide randspeed secs to x: x position y: -130
 when 🦲 clicked
go to x: 11 y: 174
```

Sprite79

```
when clicked

go to x: -200 y: -160

show

forever

if life < 1

hide
```

Sprite80

```
when clicked

go to x: -160 y: -160

show

forever

if life < 2

hide
```

Sprite81

```
when clicked

go to x: -120 y: -160

show

forever

if life < 3

hide
```

Sprite82

```
when I receive win v
show
go to front
stop all
when clicked
hide
go to x: 0 y: 0
```