

# Overview

That's all the basics. You can now learn more about specific topics, depending on what you want to do. You can learn how to:

- have a sprite [bounce off the edges](#) of the screen
- [create lots of clones](#) of a sprite, for example firing a bullet when you tap, or making a new enemy every second
- [detect when sprites touch](#), for example to destroy a sprite when a bullet hits it
- create [text or numbers](#), for example to show a score
- [scroll everything](#) on the screen

