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