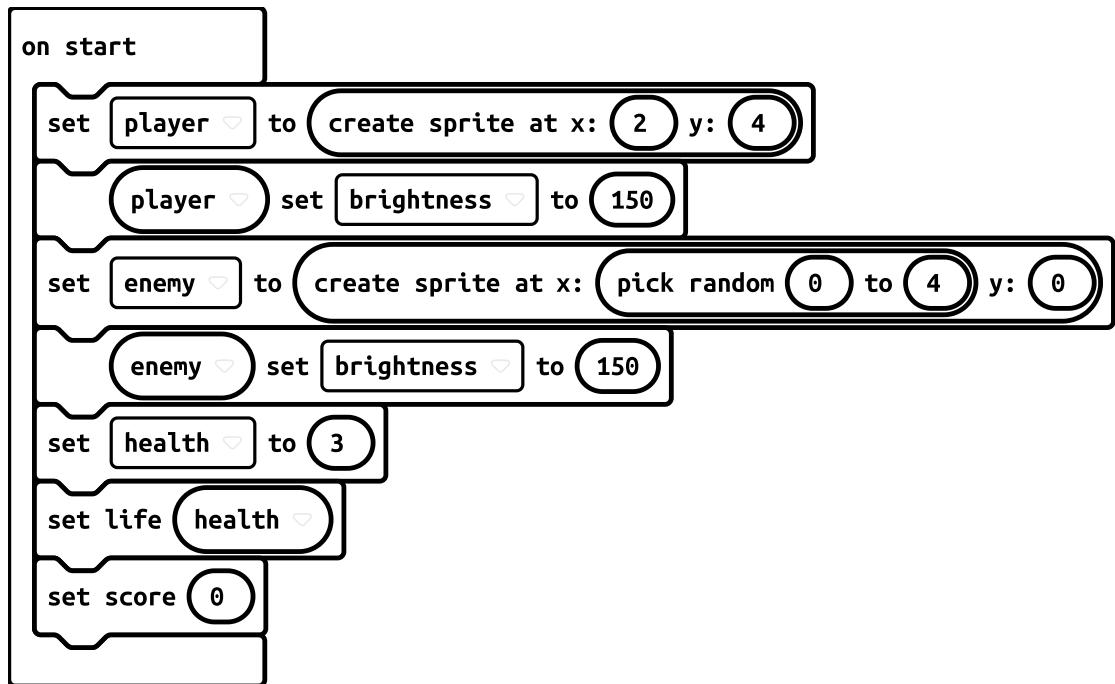


Space Shooter



```

forever
  if not <is enemy deleted> then
    enemy move by 1
    pause (ms) 500
    enemy if on edge, bounce
  if enemy x = pick random 0 to 4 then
    set enemyFire to create sprite at x: enemy x y: enemy y
    enemyFire set brightness to 50
  repeat (4) times
    do
      if is enemy deleted then
        enemyFire set y to 0
        delete enemyFire
        break
      enemyFire change y by 1
      pause (ms) 200
      if is player touching enemyFire then
        enemyFire change y by 0
        player set brightness to 250
      repeat (4) times
        do
          player change brightness by -50
          pause (ms) 50
    end
  end
end

```

This Scratch script illustrates enemy attack logic. It begins with three delete commands: "delete player", "delete enemy", and "delete enemyFire". It then decreases the enemy's health by 1 using the "set [health v] to [health v - 1]" command. A 200ms pause follows. The script removes a life from the enemy. After a 1000ms pause, it creates a new enemy sprite at a random position between x: 0 and x: 4 and y: 0. It sets the enemy's brightness to 150. Next, it creates a new player sprite at x: 2 and y: 4 and sets its brightness to 150. Finally, it deletes the enemyFire sprite.

```
delete [player v]
delete [enemy v]
delete [enemyFire v]
set [health v] to [health v - 1]
pause (200 ms)
remove life (1)
pause (1000 ms)
set [enemy v] to [create sprite at x: [pick random (0) to (4)] y: (0)]
[enemy v] set [brightness v] to (150)
set [player v] to [create sprite at x: (2) y: (4)]
[player v] set [brightness v] to (150)
delete [enemyFire v]
```

else

```
delete [enemyFire v]
pause (500 ms)
set [enemy v] to [create sprite at x: [pick random (0) to (4)] y: (0)]
[enemy v] set [brightness v] to (150)
```

```

on button A pressed
  player change x by -1

on button B pressed
  player change x by 1

on button A+B pressed
  set playerFire to create sprite at x: player x: y: player y:
  playerFire set brightness to 50
  repeat (4) times
    do
      playerFire change y by -1
      pause (ms) 100
      if is playerFire touching enemy then
        enemy set brightness to 250
      repeat (4) times
        do
          enemy change brightness by -50
          pause (ms) 50
        delete enemy
      delete playerFire
      change score by 1
    delete playerFire

```