

Initialize global score to 0

when Start .Click
do
set global score to 0
call MoveAsteroids_Heading
call MoveAsteroids_Enabled
call MoveAsteroids_Interval
call MoveAsteroids_Speed
call TIMER

to TIMER
do
set Clock1 .TimerEnabled to true
set Clock1 .TimerInterval to 15000

when Clock1 .Timer
do
call Stop_MoveAsteroids_Enabled2

when reset .Click
do
call Set_AI_Asteroids
set Label1 .Text to 0
call TIMER

when Stop .Click
do
call Stop_MoveAsteroids_Enabled2
set Clock1 .TimerEnabled to false

when Left_Button .Click
do
set Rocket_Ship .X to Rocket_Ship .X - 10
set Shooter .X to Shooter .X - 10

when Right_Button .Click
do
set Rocket_Ship .X to Rocket_Ship .X + 10
set Shooter .X to Shooter .X + 10

when Shoot_Button .Click
do
set Shooter .Visible to true
set Shooter .Speed to 50
set Shooter .Heading to 90

when Shooter .EdgeReached
edge
do
set Shooter .X to Rocket_Ship .X
set Shooter .Y to Rocket_Ship .Y

when Screen1 .Initialize
do
set Shooter .Visible to false

when Shooter .CollidedWith
other
do
set Shooter .Visible to false

to Set_AI_Asteroids
do
set Asteroid_1_1 .Visible to true
set Asteroid_1_1 .X to 0
set Asteroid_1_1 .Y to 0
set Asteroid_2_1 .Visible to true
set Asteroid_2_1 .X to 0
set Asteroid_2_1 .Y to 40
set Asteroid_3_1 .Visible to true
set Asteroid_3_1 .X to 0
set Asteroid_3_1 .Y to 80
set Asteroid_4_1 .Visible to true
set Asteroid_4_1 .X to 0
set Asteroid_4_1 .Y to 120
set Asteroid_5_1 .Visible to true
set Asteroid_5_1 .X to 0
set Asteroid_5_1 .Y to 160
set Asteroid_6_1 .Visible to true
set Asteroid_6_1 .X to 0
set Asteroid_6_1 .Y to 200



```
to UpdateScore
do
  set Label1 . Text to (Label1 . Text + 1)

when Asteroid_1_1 . CollidedWith
do
  set other to Shooter
  set Asteroid_1_1 . Visible to false
  call UpdateScore

when Asteroid_3_1 . CollidedWith
do
  set other to Shooter
  set Asteroid_3_1 . Visible to false
  call UpdateScore

when Asteroid_5_1 . CollidedWith
do
  set other to Shooter
  set Asteroid_5_1 . Visible to false
  call UpdateScore

when Asteroid_2_1 . CollidedWith
do
  set other to Shooter
  set Asteroid_2_1 . Visible to false
  call UpdateScore

when Asteroid_4_1 . CollidedWith
do
  set other to Shooter
  set Asteroid_4_1 . Visible to false
  call UpdateScore

when Asteroid_6_1 . CollidedWith
do
  set other to Shooter
  set Asteroid_6_1 . Visible to false
  call UpdateScore
```

```
when Asteroid_1_1 . EdgeReached
edge
do
  call Asteroid_1_1 . Bounce
  edge . get edge
```

```
when Asteroid_3_1 . EdgeReached
edge
do
  call Asteroid_3_1 . Bounce
  edge . get edge
```

```
when Asteroid_5_1 . EdgeReached
edge
do
  call Asteroid_5_1 . Bounce
  edge . get edge
```

```
when Asteroid_2_1 . EdgeReached
edge
do
  call Asteroid_2_1 . Bounce
  edge . get edge
```

```
when Asteroid_4_1 . EdgeReached
edge
do
  call Asteroid_4_1 . Bounce
  edge . get edge
```

```
when Asteroid_6_1 . EdgeReached
edge
do
  call Asteroid_6_1 . Bounce
  edge . get edge
```

```
to MoveAsteroids_Enabled
do
  set Asteroid_1_1 . Enabled to true
  set Asteroid_2_1 . Enabled to true
  set Asteroid_3_1 . Enabled to true
  set Asteroid_4_1 . Enabled to true
  set Asteroid_5_1 . Enabled to true
  set Asteroid_6_1 . Enabled to true
```

```
to MoveAsteroids_Heading
do
  set Asteroid_1_1 . Heading to 0
  set Asteroid_2_1 . Heading to 0
  set Asteroid_3_1 . Heading to 0
  set Asteroid_4_1 . Heading to 0
  set Asteroid_5_1 . Heading to 0
  set Asteroid_6_1 . Heading to 0
```

```
to MoveAsteroids_Interval
do
  set Asteroid_1_1 . Interval to 60
  set Asteroid_2_1 . Interval to 60
  set Asteroid_3_1 . Interval to 60
  set Asteroid_4_1 . Interval to 60
  set Asteroid_5_1 . Interval to 60
  set Asteroid_6_1 . Interval to 60
```

```
to Stop_MoveAsteroids_Enabled2
do
  set Asteroid_1_1 . Enabled to false
  set Asteroid_2_1 . Enabled to false
  set Asteroid_3_1 . Enabled to false
  set Asteroid_4_1 . Enabled to false
  set Asteroid_5_1 . Enabled to false
  set Asteroid_6_1 . Enabled to false
```

```
to Stop_MoveAsteroids_Speed2
do
  set Asteroid_1_1 . Speed to 0
  set Asteroid_2_1 . Speed to 0
  set Asteroid_3_1 . Speed to 0
  set Asteroid_4_1 . Speed to 0
  set Asteroid_5_1 . Speed to 0
  set Asteroid_6_1 . Speed to 0
```

```
to MoveAsteroids_Speed
do
  set Asteroid_1_1 . Speed to random integer from 10 to 50
  set Asteroid_2_1 . Speed to random integer from 10 to 50
  set Asteroid_3_1 . Speed to random integer from 10 to 50
  set Asteroid_4_1 . Speed to random integer from 10 to 50
  set Asteroid_5_1 . Speed to random integer from 10 to 50
  set Asteroid_6_1 . Speed to random integer from 10 to 50
```

