# Space Ship Game

**Step 1 -Background**

Find a Nice Background

**Step 2 - Spaceship**Add Space ship sprite.

Make sure it is pointing to the right 🡪

Set the centre position of the sprite to the tip of the pen.

 Use the centre Icon in the top right of the Costumes page.

**Step 3 - Turning**

Add events to make the ship turn Left and Right when the left and right arrow keys are pressed.

**Step 4 – Speed Control**

Add a Variable called Speed

Add Event to Make the Speed Variable Change up and down when you press Up and Down Arrows.

**Step 5 – Green Flag**

When the Green flagged is clicked make the spaceship go back to the centre (x=0, y=0) and set speed variable to zero.

**Step 6 – Move Around**

You need a forever loop that has a “Move (Speed) Steps” inside it. Add this to the green flag event

**Step 7 – Laser Bolt**

Draw new sprite that looks like a laser bolt. It should point Left to Right.🡪

Hide the sprite when the green flag is clicked

**Step 8 – Fire Laser Bolt**

Add a “Space” key pressed event to the Laser Bolt Sprite.

* Make it “goto” the space ship
* Point in the direction of the space ship
* Show the Sprite
* Repeat Until Touching the Edge
  + Move 10 steps

**Step 9 - Add a Target**

Add a sprite to shoot at. It can be anything you like but don’t make it to big.

Make the target appear randomly when the green flag is clicked (Hint: Go to + pick Random)

**Step 10 – Destroy Sprite when it’s hit by laser**

Add a forever loop to the target

When the target is touching the Laser bolt

* Hide the target
* Move the target to a new random location
* Show the target again

**Step 10 – Add a score to that goes up every time you hit a target**

**Other Ideas:**

* Destroy Sprite when it’s hit by the ship
* Give Ship health that goes down when hit, Game Over when it’s 0.
* Play Sounds
* Make the target move (hint: turn Random degrees, forever loop + move)
* Give the Target lots of costumes and change them when it’s hit.