Scratch Invaders 2

Register/login at https://scratch.mit.edu

Defend your planet from the invaders.

1) Download *invader* images from:

   https://codeclub67.github.io/images/invader.gif

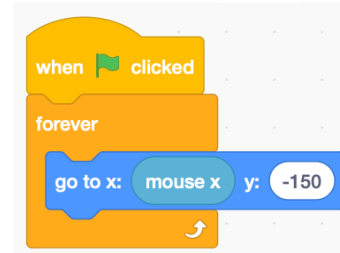2) Create a new sprite by uploading the *invader* images.

3) Rename it as "base" and select the base costume.

4) Duplicate the base, rename the copy "missile", and select the missile costume.

5) Add base code to control it with the mouse:

```
when [flag] clicked
forever
  go to x: (mouse x) y: (-150)
```

6) Add missile code (left) so it's hidden when the game starts.

```
when [flag] clicked
hide
```

Use the space key to launch a missile.

7) Add missile launch code when the space key is pressed. The missile starts at the **base** and moves up the screen until it **touches** the top edge.

8) If the missile touches an invader it **broadcasts** a message to be received by the invader, then **hides**.

*If you have more than one kind of invader, add more **if** blocks for them.*

```
when [space] key pressed
go to [base]
show
repeat until <touching (edge)?>
  change y by (10)
  if <touching (invader)?> then
    broadcast (boom) and wait
    hide
hide
```

How is an invader is destroyed? Do you just hide it, or do something else? In this code, all the visible invaders are clones so we can destroy them by deleting the clone (after a suitable explosion).

9) The invader responds to the message by blowing itself up. Remember, all sprites receive the message so you have to check which one is **touching** the missile.

10) **Switch** to costume 10, which is a small explosion.

11) After a small **wait**, delete the clone.

*Remember to **Save** your code.*