



# Scratch Invaders 3



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

*The invaders shoot back.*

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 “**bomb**” and select the zig-zag costume.



*Only one bomb is in play at any time, dropped randomly by any invader.*

4) Add invader code at the end of each step (inside the check that it's a clone) to record its x & y position, but after a random time less than 1 second.



*The bomb uses the latest x,y coordinates.*

5) The bomb goes to the invader x,y then starts falling (**change y**) until it **touches** the bottom edge.

6) If the bomb **touches** the **cannon** then the game is over.

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

