



Scratch Invaders 5



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

Flying Saucer attack! The saucer flies across the top of the screen dropping targeted bombs.

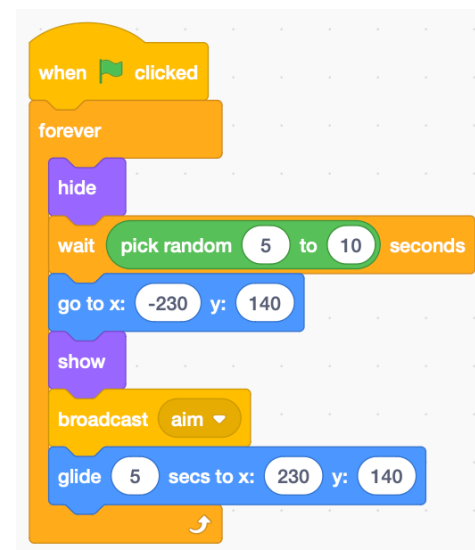
1) Download *invader* images from:

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

2) Create a new **saucer** sprite from the *invader* images, and select the saucer costume.



3) Add code to the **saucer** that **waits** a random time before appearing. It appears at the left of the screen and **glides** to the right. It also **broadcasts** a message to take **aim**.



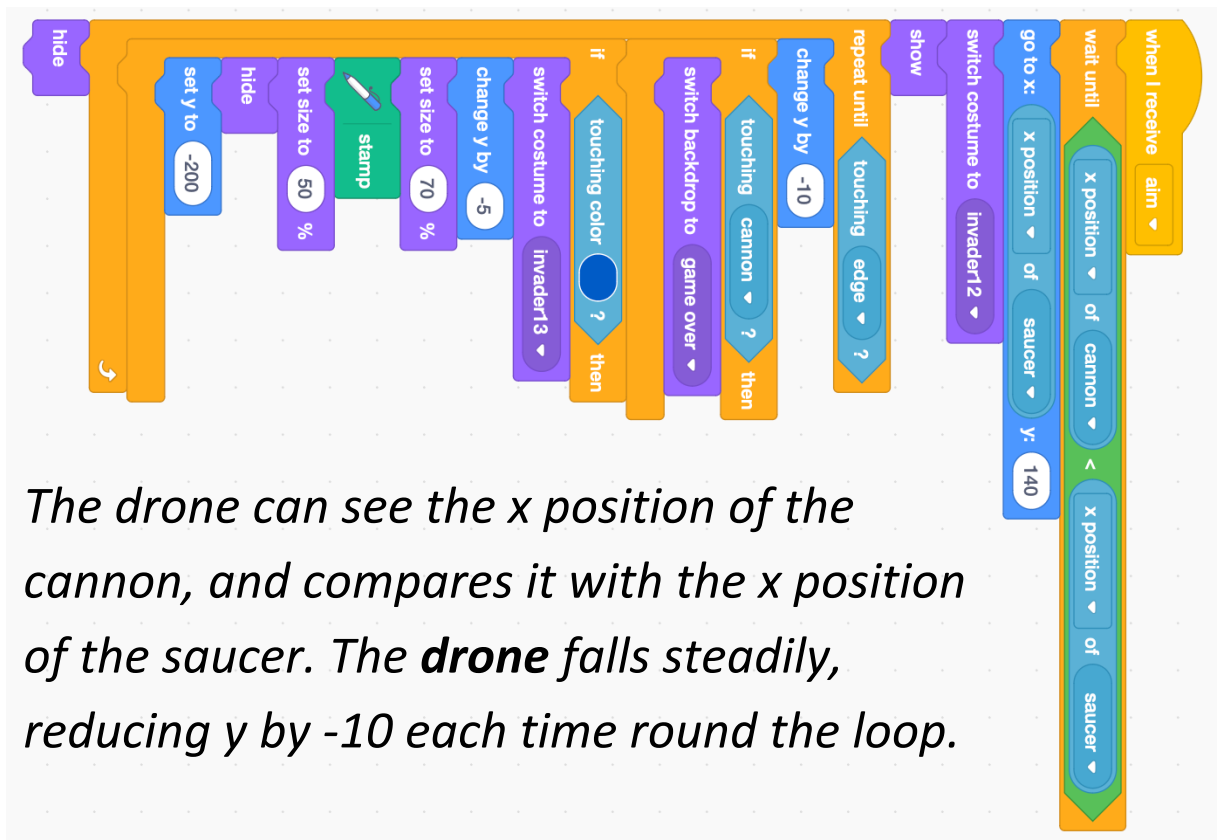
4) Create a **drone** sprite (the saucer's targetted bomb), using the same costume as the invader bomb.



5) Add code to the **drone** that hides it at the start of the game.



6) Add **drone** code that receives the message to take **aim**, then **waits** until the saucer reaches the x position of the cannon before dropping (see over page).



*The drone can see the x position of the cannon, and compares it with the x position of the saucer. The **drone** falls steadily, reducing y by -10 each time round the loop.*

- 7) If the drone **touches** the cannon the game's over.
- 8) If it **touches** the shields, it blasts a hole in them.

It must be possible to destroy the saucer!

- 9) Add code to the **missile** loop to sense contact with the saucer, and **zap** it!
- 10) If the **drone** gets zapped and it's **touching** the missile then it explodes like a regular invader.

Save your code.

