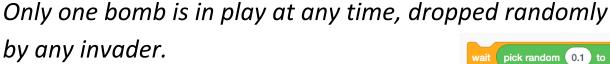
SCRATCH Scratch Invaders 3



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.



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.

```
wait pick random 0.1 to 0.9 seconds

set x ▼ to x position

set y ▼ to y position
```

```
when clicked

hide

wait 1 seconds

forever

go to x: x y: y

switch costume to invader12 

show

repeat until touching edge ?

change y by -10

if touching cannon ? then

switch backdrop to game over 

hide
```