# **Scratch logo and symbol, meaning, history, PNGAsteroids 1: The spaceship**

Graphical user interface, application

Description automatically generated

***Asteroids****is a 1979 video game where you navigate your spacecraft through a dangerous asteroid field.*

*A flying saucer turns up from time to time to make your life more difficult.*

1. Download Asteroids graphics (zipped up files):
   * <https://go.uwe.ac.uk/asteroids>
2. Unzip the zip file to get the graphics files inside (double-click on it).
3. Create a new Scratch project and click on **Costumes** for the Scratch cat sprite.
4. Upload the ship costume using the menu at the bottom of costumes.
5. Delete the cat costumes and rename the sprite as ‘ship’.
6. Choose a ‘Stars’ backdrop.
7. Edit the ship costume. Use the rubber (eraser) so that it appears less like a box, and so you can see the stars behind it.
8. Shrink the ship to a suitable size (e.g. **Size = 20**).
9. Now see if you can turn the ship. Add code that reacts to the **events**, for **left arrow** and **right arrow** key presses. In each case turn the ship left or right by 15 degrees.

Graphical user interface, diagram, application

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1. Move the ship by detecting the up arrow key press and then move 10 steps.

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