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

Graphical user interface, application

Description automatically generated

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

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

* Download Asteroids graphics (zipped up files):

<https://sa-battle.github.io/code-club/asteroids.zip>

* Unzip the zip file to get the graphics files inside (double-click on it).
* Create a new Scratch project and click on **Costumes** for the Scratch cat sprite.
* Upload the ship costume using the menu at the bottom of costumes.
* Delete the cat costumes and rename the sprite as ‘ship’.
* Choose a ‘Stars’ backdrop.
* 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.
* Shrink the ship to a suitable size (e.g. **Size = 20**).
* Now lets see if we 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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* Move the ship by detecting the up arrow key press and then move 10 steps.

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