# **Scratch logo and symbol, meaning, history, PNGAsteroids 11: Game Over**

*Every now and again, a flying saucer appears and starts shooting.*

* Open the costumes tab for the saucer, and add a new costume using **Paint**.
* We need to change the fill colour to white. Click on the down-arrow next to **Fill**. On the panel that opens, set the **Saturation** to zero. Click away from the panel to close it.
* Select the paint brush tool. Make the brush size slightly larger (e.g. 20), and make a single white dot in the centre of the sprite, on the target cross-hairs. This is the *missile*.
* A screenshot of a computer

  Description automatically generated with low confidenceThe saucer fires a missile by cloning itself. Add this to the saucer inner loop.
* Chart

  Description automatically generatedWhen it starts as a clone it should immediately switch to the **next costume** (the missile).
* It’s going to shoot directly at us, so **point** it towards the ship.
* Add a forever loop to move the missile. In each step it will **move** a number of steps.
* Delete the clone as soon as it hits an edge, so that it doesn’t go on forever.
* If it’s touching the ship, broadcast the message “blam”, and **waiting** for it to blow-up before deleting the clone.
* When the ship receives “blam” it simply blows up by calling the **impact** block.

Graphical user interface

Description automatically generated