# **Scratch logo and symbol, meaning, history, PNGAsteroids 12: Flying Saucer**

*Every now and again, a flying saucer appears and flies across the screen.*

1. Create a new sprite for the Saucer, uploading the image of the saucer from the zip file.
2. A picture containing text, kitchenware

   Description automatically generatedOn the costumes tab, erase some of the background so that the black box is less visible against the starry background.
3. Make it a bit smaller, 20% of its current size looks about right.
4. A screenshot of a computer

   Description automatically generated with low confidenceIt should appear at one side of the screen and glide across, making the odd course change. Create a variable, **saucerx**, for its horizontal position.
5. Initialise **saucerx** to the extreme left hand side of the screen (-240), and move it to that position using **go to** (with y as zero).
6. The saucer glides across the screen in stages, picking random y coordinates. Divide the screen width (480) into as many stages as you like.
7. When you’re happy with the way it flies, put this code into a **forever** loop, with a delay at the start which will be how often the saucer appears.
8. Only show the saucer when it’s moving, so **hide** it right at the start, and then only **show** it once the delay finishes, and **hide** it again after the repeat loop.

Graphical user interface

Description automatically generated with medium confidence