# **Scratch logo and symbol, meaning, history, PNGAsteroids 13: Game Over**

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

1. Open the costumes tab for the saucer, and add a new costume using **Paint**.
2. 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.
3. 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*.
4. 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.
5. Chart

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

Graphical user interface

Description automatically generated