# **Scratch logo and symbol, meaning, history, PNGAsteroids 3: rocks**

*Now we need to add rocks. The graphics for these are in the zip file you downloaded.*

1. Graphical user interface, chart

   Description automatically generatedCreate a new sprite by uploading the rock1 graphic. Call the sprite, ‘rock’.
2. Use the ‘eraser’ to make the rock look less like a square object.
3. We’re going to define a function for the tumbling of the asteroid through space. Click on **My Blocks**, then **make a block** called tumble. Click OK.
4. Add a **forever** loop to the tumble function.
5. The rock moves the same way as the ship in the wrap-around universe. Instead of writing this code out again, Scratch has something called the ‘backpack’ that lets us copy code from one sprite to another.
6. Click on the **backpack** at the bottom of the screen to open it. Drag the code staring with **move 10** from the ship into the backpack to make a copy.
7. Open the code for the rock and copy the code out of the backpack into the coding area. Add this to the forever loop in the new tumble function.
8. Change it to **move 2** to make the asteroids move more slowly.
9. Add block (green flag) to detect the start of the game. We want to shrink the rock down to 30% of its original size using **set size**.
10. The rock also needs to start off in a random position, using **go to random position**.
11. Point the rock in a random direction. There are 360 degrees in a circle, so we pick a random number between 1 and 360.
12. Call the tumble function to make it tumble through space forever.

Graphical user interface, text, application, chat or text message

Description automatically generated