# **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.*

* Graphical user interface, chart

  Description automatically generatedCreate a new sprite by uploading the rock1 graphic. Call the sprite, ‘rock’.
* Use the ‘eraser’ to make the rock look less like a square object.
* 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.
* Add a **forever** loop to the tumble function.
* 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.
* 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.
* 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.
* Change it to **move 2** to make the asteroids move more slowly.
* Now, add a 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**.
* The rock also needs to start off in a random position, using **go to random position**.
* We then point the rock in a random direction. There are 360 degrees in a circle, so we pick a random number between 1 and 360.
* Finally we call the tumble function to make it tumble through space forever.

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

Description automatically generated