# **Scratch logo and symbol, meaning, history, PNGAsteroids 8: Smashing asteroids**

*The game is over a bit quick, so let’s make it more interesting. In classic Asteroids the rocks break in half and speed up. Let’s add more costumes.*

1. Shape

   Description automatically generatedOpen the rock costumes tab and choose two more costumes to upload from asteroids.zip: **rock2.png** and **rock3.png**.
2. Make both graphics less square using the eraser tool.

*We will have three sizes of rock 30%, 20% and 10% of the actual size of the graphic. Each time we hit it we can make it smaller.*

1. Create a variable for the asteroid size. Each one has a different size so create a variable **for this sprite only**. The “**for this sprite only”** part is *really important* because you can’t change it later.  
   Variables > Make a Variable > **For this sprite only** > called **size**
2. Graphical user interface, text, application

   Description automatically generatedIn the rock startup code, set this size variable to 30, and set the sprite size to the size variable.
3. Now when the asteroid is hit, shrink the size by -10.
4. Timeline

   Description automatically generatedOnly hide it when the size drops below 10%
5. Send it off in a random direction with **point in direction…**

*Each time we hit the asteroid it gets smaller and harder to hit next time.*