# **Scratch logo and symbol, meaning, history, PNGAsteroids 8: Game Over**

*Lets make the game more challenging by making the ship break up if it gets hit by an asteroid. Modify the start code for the ship as follows:*

* *Graphical user interface, application

  Description automatically generated*It should check forever if it is touching a rock. If it is we just need to call the ‘impact’ block that we defined for the torpedo.
* As the ship is moving around a lot, we can also move it back to the middle 0,0 at the start of a game.
* The ship might still be in the explosion costume at the start, so make sure it has the ship costume.
* After the explosion in the previous game, the ship gets hidden, to we have to make sure that we **show** it.