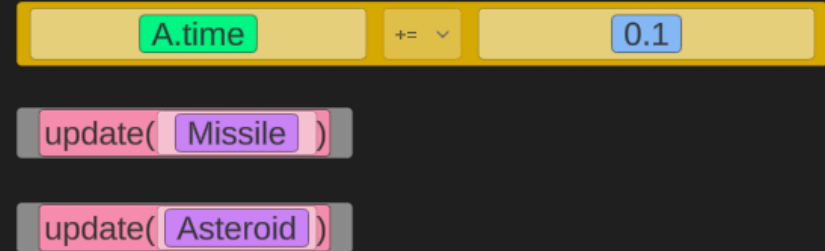


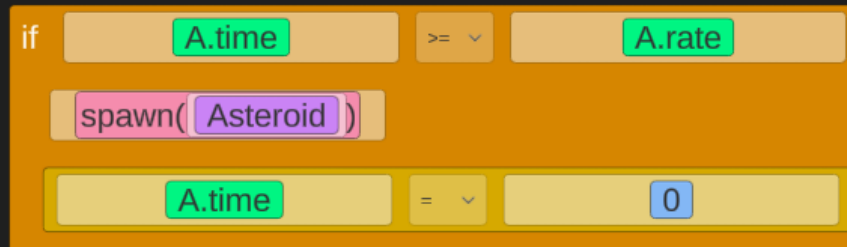
Handle Input block



Update Position block



Spawn Asteroid block



Collision Check block



Initialize block

A.speed

= ▾

3

A.rate

= ▾

3

A.time

= ▾

0

M.speed

= ▾

10

score

= ▾

0