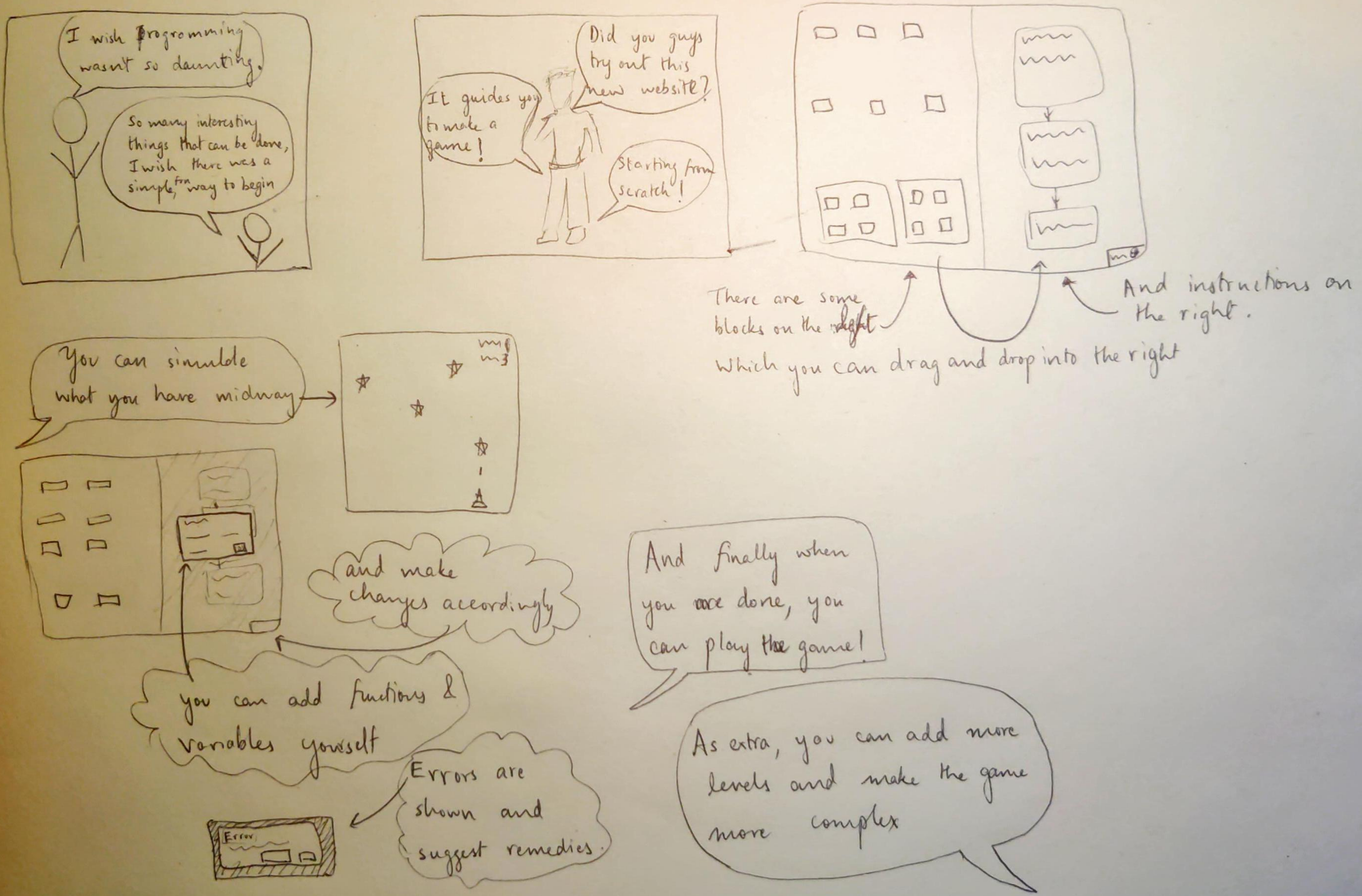
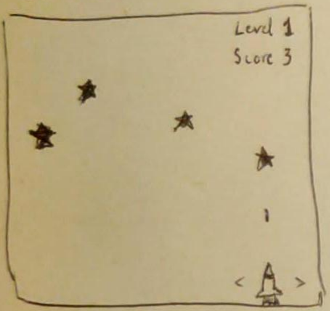
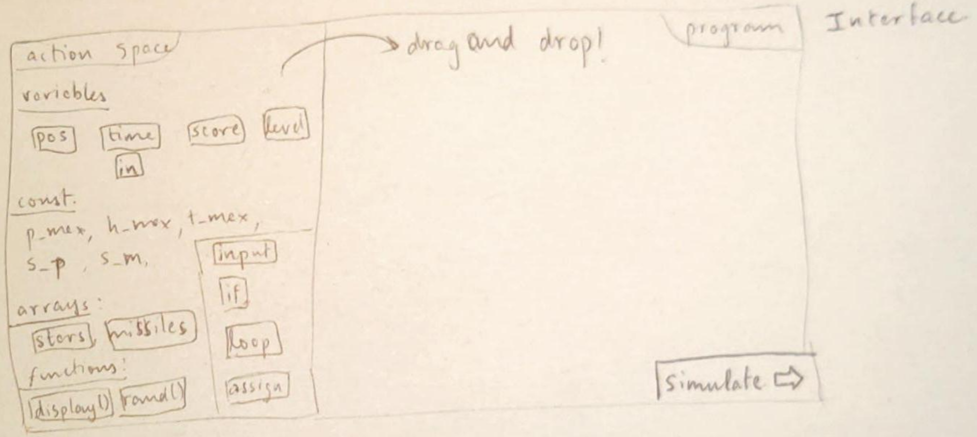

I wish programming wasn't so daunting.
So many interesting things that can be done, I wish there was a simple, fun way to begin
Did you guys try out this new website?
It guides you to make a game!
Starting from scratch!
There are some blocks on the left
Which you can drag and drop into the right
And instructions on the right.
You can simulate what you have midway
and make changes accordingly
you can add functions & variables yourself
Errors are shown and suggest remedies.
Error
And finally when you are done, you can play the game!
As extra, you can add more levels and make the game more complex

Shooting Stars



use ◀ and ▶ to move and ▭ to shoot.

You are going to make a game! We will teach you from scratch how to program it.

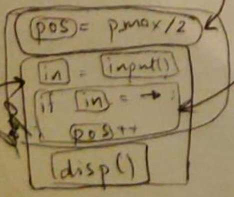


Let us begin with implementing a rocket that moves.

we accept an input and keep track of the pos

Let us create an initialization block

now add a loop block



check if input() ~~no~~ is → or ← :

if you have errors:

Oh no. The variable score does not seem to be updating. Check code.

further additions:

You now have a working game! Congrats. You can add levels and increase the complexity now!

```
                 position , p-mex, h-mex
                 score
                 time , time_mex
                 level.
loop begin.
    time++ , if time == time_mex → end game.
    ? input
process input
        input = ← :
            position --
        input = → :
            position ++
        if position < 0 || > p-mex
            pos = pos % p-mex

        input = ▭ :
                              x    y
            shoot_arr.append( {pos, 0}

new star
    if time % speed == 0
        rand_no = new rand()
        star_arr.append( {rand-no % p-max, h-mex})

update pos
    for star in ster-arr:
        {x, y}                          if ster.y == 0, score -= 2
        star.y --
    for shoot in shoot_arr:
        shoot.y ++

collision
    for shoot & ster
    if shoot.x = star.x & shoot.y = ster.y or ster.y +1)
        delete shoot & ster
    score ++

    Display-update().

loop end.
```