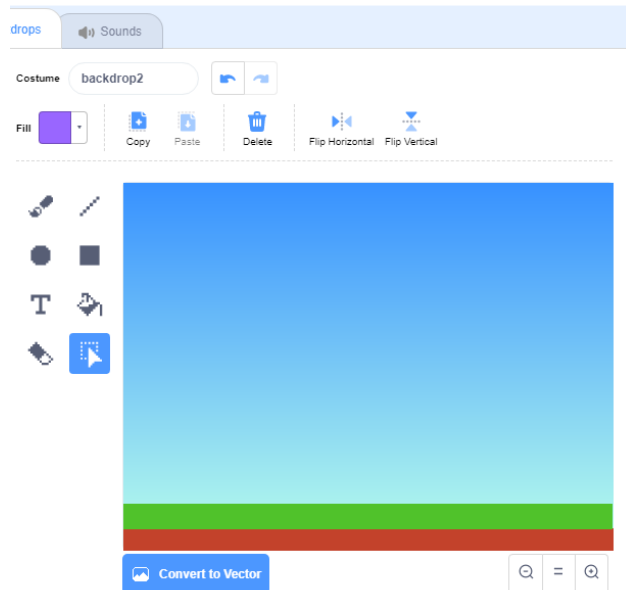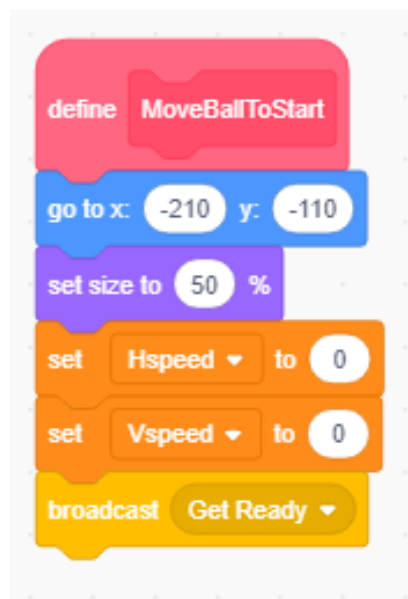# Tower Smash

1. Delete Sprite 1 (the cat).
2. Paint the following backdrop as a bitmap graphic.

3. Add the variables Hgap, Hspeed, Vgap, Vspeed, Blockcount, Launches, and Score available to all sprites with Scores visible to stage.
4. Add the Ball sprite from the sprite library.
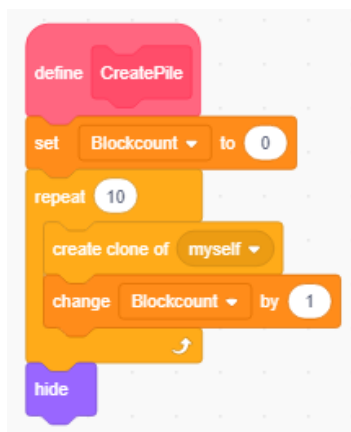5. Create a MoveBallToStart function for the Ball sprite

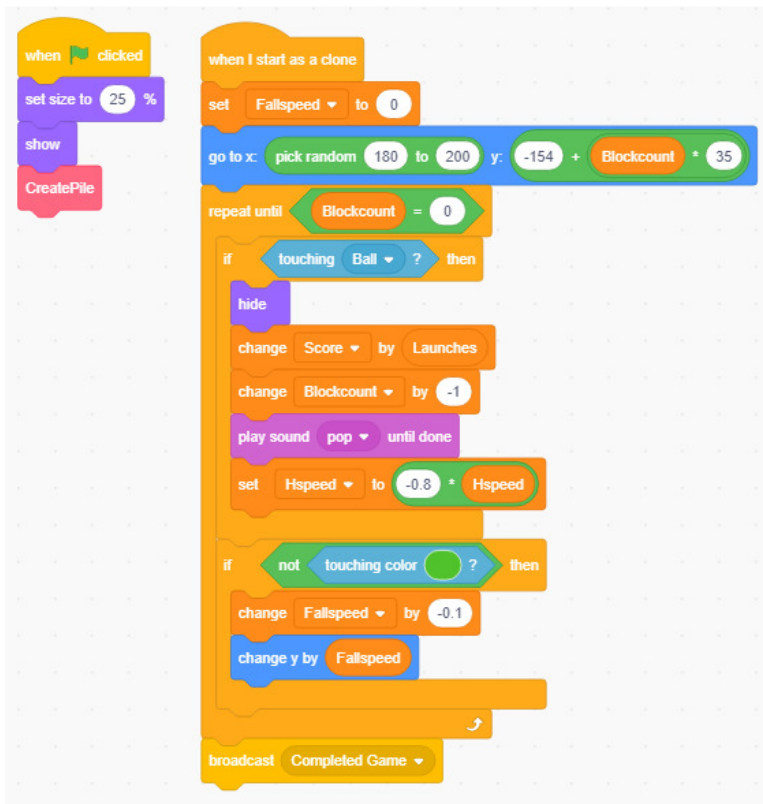6. Create a MoveBall function for the Ball sprite

7. Paint a sprite Block as a bitmap graphic. Make sure the top part of the block is the same color as the grass in the backdrop.
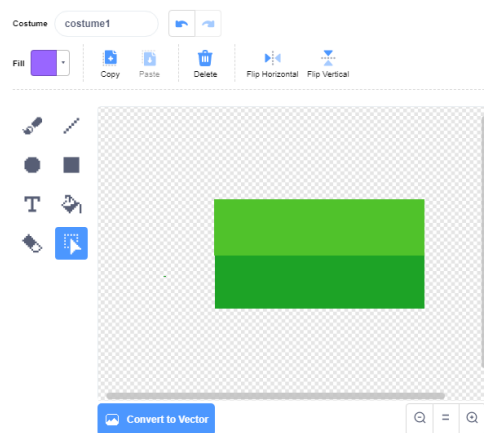
8. Create a CreatePile function for the Block sprite.

9. Add the following code to the Block sprite.

```
when [flag] clicked
set size to (25) %
show
CreatePile

when I start as a clone
set [Fallspeed ▼] to (0)
go to x: (pick random (180) to (200)) y: ((-154) + ((Blockcount) * (35)))
repeat until <(Blockcount) = (0)>
    if <touching (Ball ▼) ?> then
        hide
        change [Score ▼] by (Launches)
        change [Blockcount ▼] by (-1)
        play sound (pop ▼) until done
        set [Hspeed ▼] to ((-0.8) * (Hspeed))
    if <not <touching color (●) ?>> then
        change [Fallspeed ▼] by (-0.1)
    change y by (Fallspeed)
broadcast (Completed Game ▼)
```

10. Add a sprite (Arrow 1) from the sprite library.
11. Add the following code to the Arrow 1 sprite.

```
when [flag] clicked
set pen color to (●)
set pen size to (15)
show
forever
    erase all
    go to x: (x position ▼ of (Ball ▼)) y: (y position ▼ of (Ball ▼))
    go to (mouse-pointer ▼)
    point towards (Ball ▼)
    turn ↻ (180) degrees
```

```
when this sprite clicked
broadcast (Fire ▼)
hide
pen up
```

```
when I receive (Get Ready ▼)
show
pen down
```
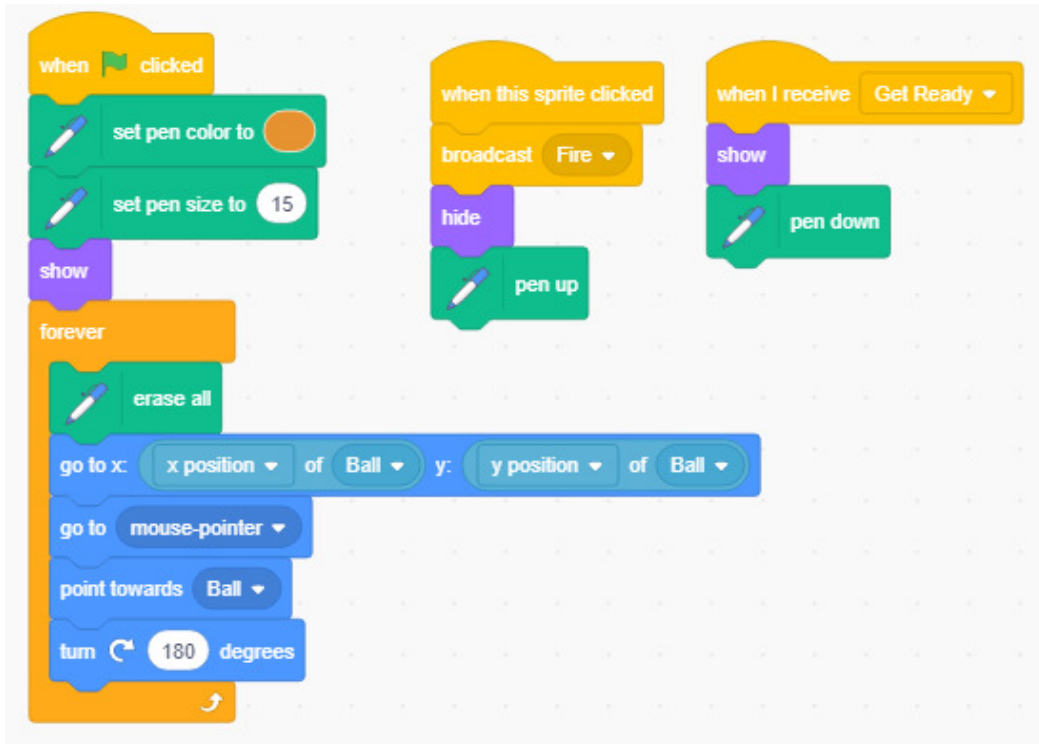
12. Add the following code to the Ball sprite.

```
when [flag] clicked
set Score to 0
set Launches to 20
MoveBallToStart
```

```
when I receive Completed Game
say join (You scored) (Score)
```

```
when I receive Fire
reset timer
change Launches by -1
set Hgap to (mouse x - x position)
set Vgap to (mouse y - y position)
set Hspeed to (Hgap / 30)
set Vspeed to (Vgap / 30)
repeat until < (timer > 5) or (touching edge ?) >
    MoveBall
MoveBallToStart
```