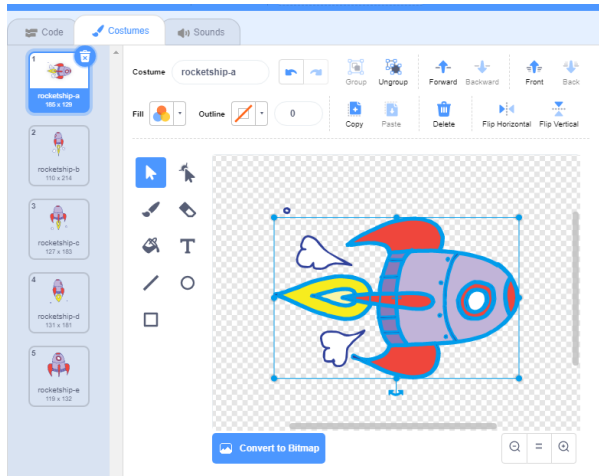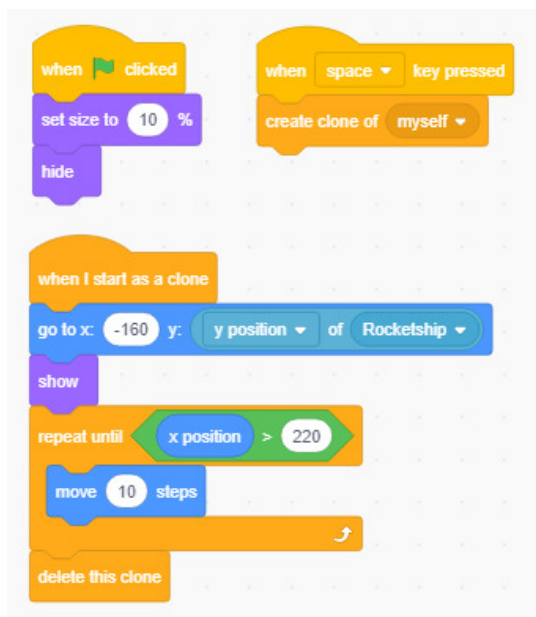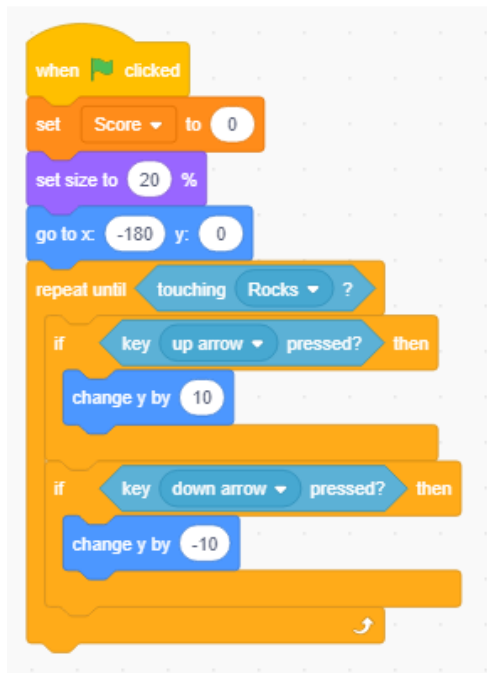## Rock Blaster

1. Add a backdrop from the Backdrop library (Stars).
2. Delete the cat sprite.
3. Add the Rocketship sprite from the sprite library.
4. Open the Costumes tab and rotate the first costume of Rocketship 90 degrees clockwise.

5. Add a variable Score available to all sprites and visible to the desktop.

6. Add a sprite from the sprite library (Button 2)

7. Add a sprite from the sprite library (Rocks)

8. Add the following code to the Button 2 sprite.

9. Add the following code to the Rocketship sprite.

```
when [flag] clicked
set Score to 0
set size to 20 %
go to x: -180 y: 0
repeat until < touching Rocks ? >
    if < key up arrow pressed? > then
        change y by 10
    if < key down arrow pressed? > then
        change y by -10
```

10. Add the Water Drop and Cymbal Crash sounds to the Rocks sprite from the sound library.

11. Add the following code to the Rocks sprite.

```
when [flag] clicked
show
set size to 50 %
repeat 4
    create clone of myself
hide
```

```
when I start as a clone
go to x: 240 y: pick random -150 to 150
set Speed to pick random -2 to -8
repeat until < touching Rocketship ? >
    change x by Speed
    if < x position < -220 > then
        go to x: 240 y: pick random -150 to 150
    if < touching Button2 ? > then
        change Score by 100
        go to x: 240 y: pick random -150 to 150
        play sound Water Drop until done
play sound Cymbal Crash until done
say Game Over! for 2 seconds
stop all
```