

The background is a vibrant, stylized space scene. It features large, flowing nebulae in shades of pink, purple, and blue. Scattered throughout are various celestial bodies: a large red planet with orange and yellow patterns in the top right, a yellow and orange striped planet in the bottom left, and several smaller, dark, cratered planets. Small white stars are also visible.

SPACE COLLIDER

Um Jogo de Arthur Pimenta

O que é Space Collider

- * **Um jogo 8 bit**

Desenvolvido
na plataforma Scratch

- * **Objetivo**

Fazer a maior pontuação
possível

- * **Como funciona?**

Varios asteroides
inimigos são atraídos
para destruir o jogador

- * **Como termina?**

Quando o jogador colide
com os asteroides até
ter sua vida zerada

The background is a vibrant, abstract space scene. It features a central white rocket ship with a yellow flame and blue accents, flying towards the left. The background is composed of large, flowing, organic shapes in shades of red, pink, purple, and blue, resembling nebulae or gas clouds. Scattered throughout are small white stars and several planets. In the top left, there's a planet with blue and white stripes. In the bottom right, there's a planet with yellow and red stripes and a prominent orange ring. Other smaller, dark blue and purple planets are also visible.

FUNCIONAMENTO DO JOGO

Gameplay e Codificação

TELA INICIAL

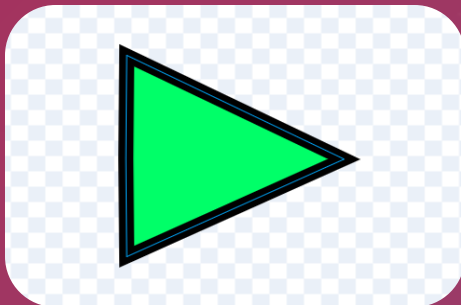


SPRITES TELA INICIAL

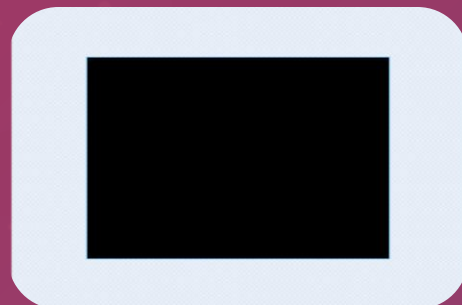
Logo



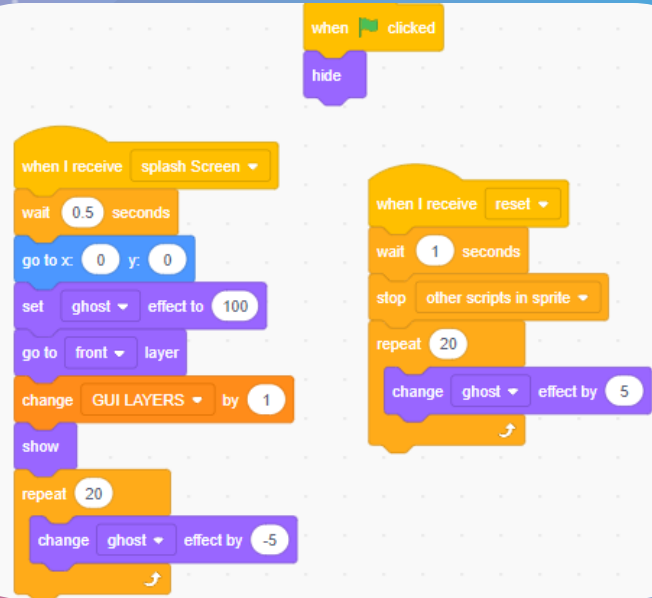
PLAY



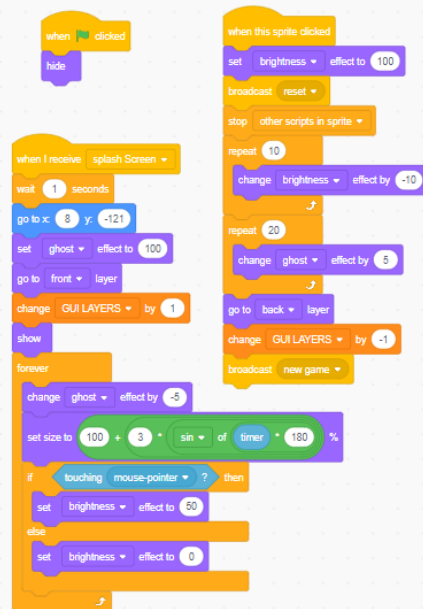
CORTINA



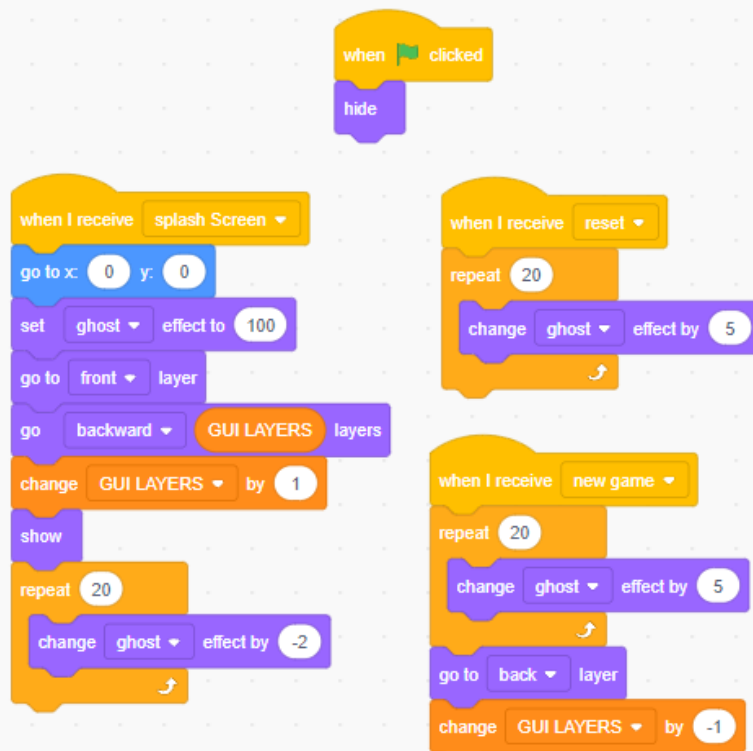
LOGO



PLAY



CORTINA

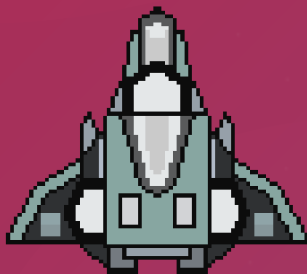


JOGABILIDADE



SPRITES PLAYER

PLAYER



LASER



BARRA DE VIDA



SSPRITES MUNDO

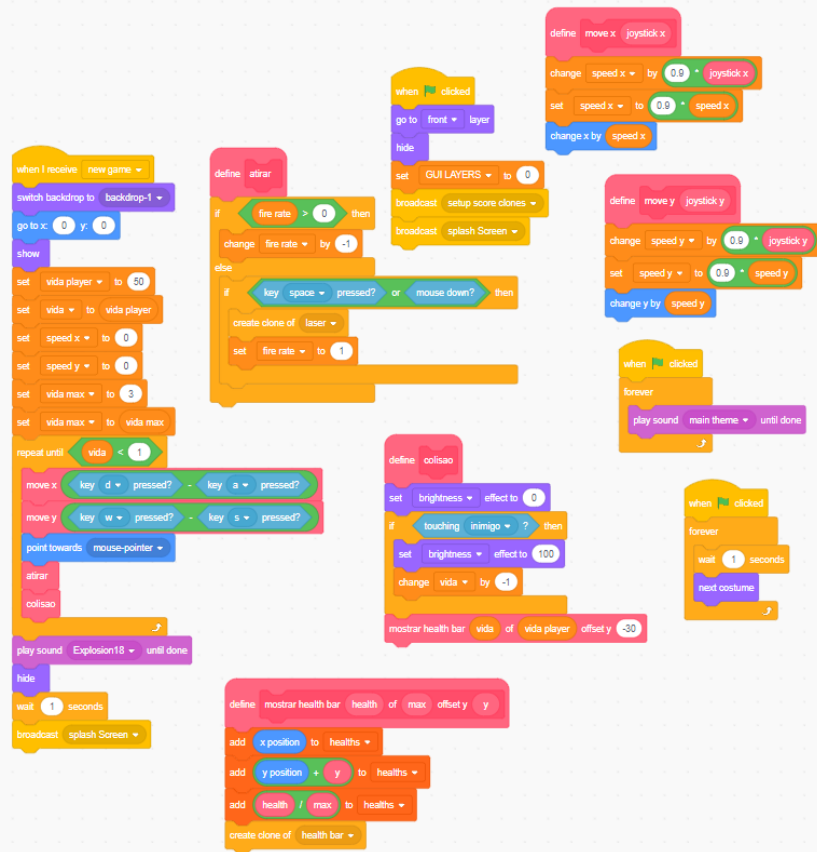
ASTEROIDES



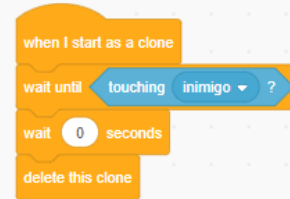
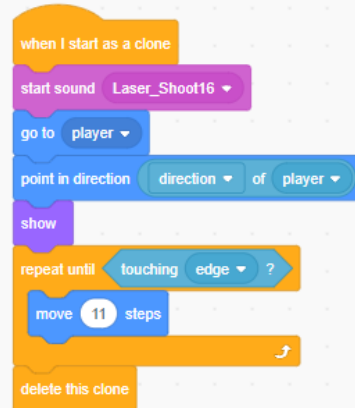
PONTUAÇÃO



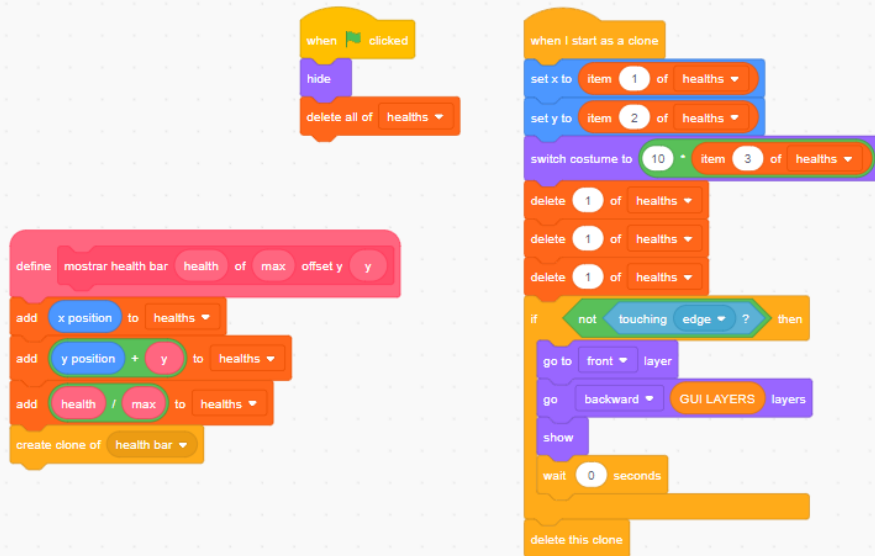
PLAYER



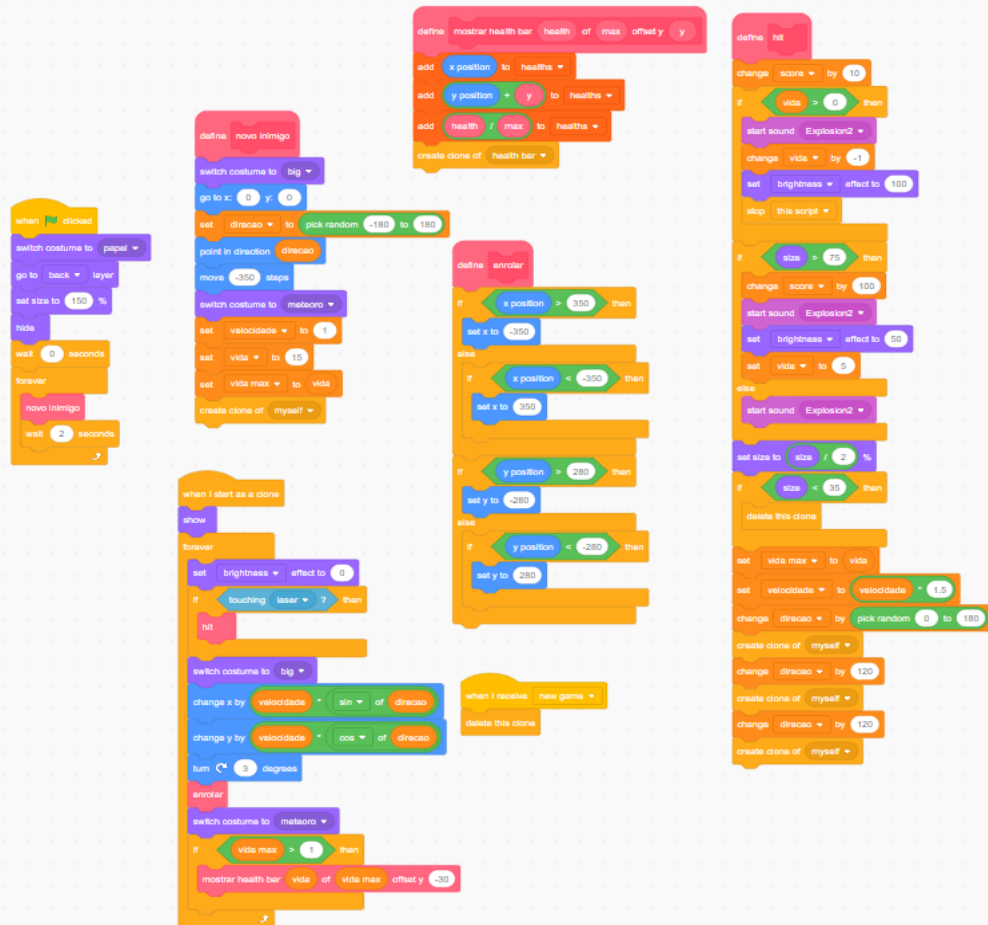
LASER



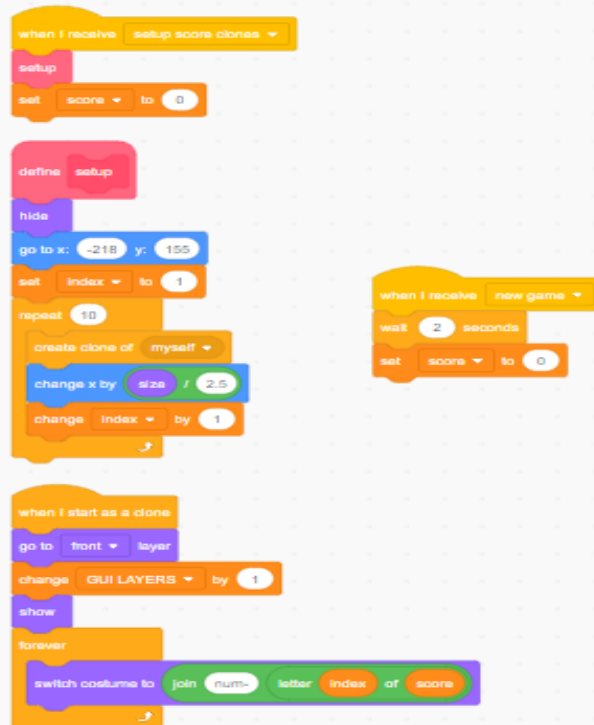
BARRA DE VIDA



INIMIGO



PONTUAÇÃO



```
when I receive setup score clones
  setup
  set score to 0

define setup
  hide
  go to x: -218 y: 155
  set index to 1
  repeat 10
    create clone of myself
    change x by size / 2.5
    change index by 1

when I start as a clone
  go to front layer
  change GUI LAYERS by 1
  show
  forever
    switch costume to join num letter index of score

when I receive new game
  wait 2 seconds
  set score to 0
```

The image displays a Scratch script for a game score system. The script is organized into four main sections:

- when I receive setup score clones:** This section initializes the score by setting it to 0 and calls a custom block named "setup".
- define setup:** This custom block performs the following actions:
 - hide
 - go to x: -218 y: 155
 - set index to 1
 - repeat 10
 - create clone of myself
 - change x by size / 2.5
 - change index by 1
- when I start as a clone:** This section is executed when a clone starts. It performs the following actions:
 - go to front layer
 - change GUI LAYERS by 1
 - show
 - forever loop:
 - switch costume to join num letter index of score
- when I receive new game:** This section is triggered when a new game is started. It performs the following actions:
 - wait 2 seconds
 - set score to 0



OBRIGADO!