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Hey Apinder!

Today was Bani's first look at the && AND Operator! So far he has been using if statements for all of our code, and whilst that can be very useful to link single conditions to our code, it does become very limiting! For this game we needed 2 conditions to be true in order to run our code to delete our spaceships. They were firstly that our aliens were touching our beam, and also that the beam itself was visible! As the computer still knows that the invisible beam is touching the bugs, so it would look like they are being destroyed even when there is no beam there! This is a nice simple way to get introduced into something that has endless possibilities and will be used a lot more throughout yellow and especially in Orange too!  
  
We carried on developing our space zapper game to really lock in the concepts that we have just learnt. We used our createTimer and clone functions that we have used in previous games as well as if($this.()>800) { $this.remove() } to remove the enemy once it reached the other side of the screen!

~ Sensei Nathan