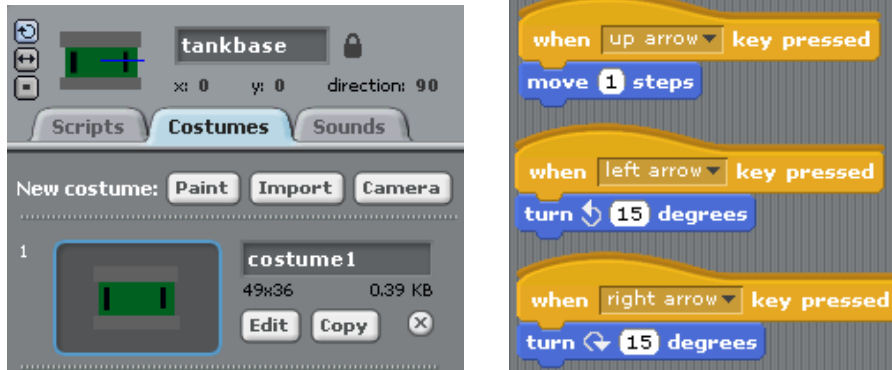


Tank Game – Scratch

Instructions by Scott Blanck, Start Code

Make a tank with a rotating turret on top that fires exploding shells.

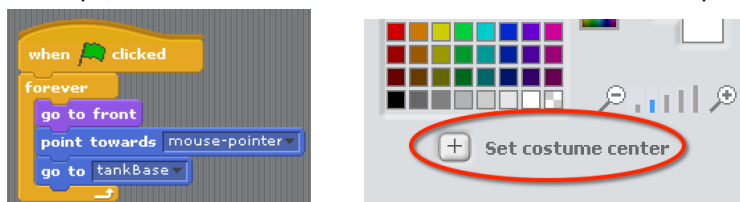
1. Draw new tank sprite named Tankbase. This is the bottom of the tank without the turret. Add the scripts for rotation and movement.



2. Draw a new turret sprite named Turret. This will rotate and fire. Make it a slightly different color to stand out from the base. It does not have to be green! Be creative. Add this script.



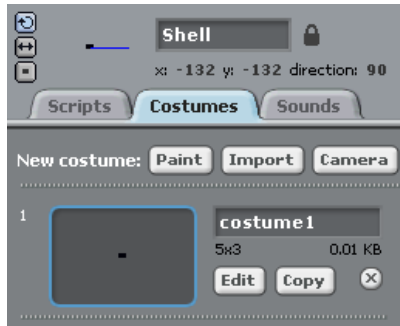
3. Test it out. Drive the tank and point the turret. What happens?
4. Whoops, move the turret to the tank base! Add these scripts and also fix the costume center.



5. Draw a target sprite. Name it Target and give it this simple script.



6. Add a firing shell sprite named **Shell**. Draw a shell or flying rocket facing to the right.



7. Add scripts to Shell to make it fire with the space key. It will glide from the turret to the current x,y position of the Target / mouse. The x position and y position blue scripts are under Sensing.



8. Adjust the **glide** seconds to change the shell speed. The '**move 15 steps**' is there to make the shell appear at the end of the turret. Notice we do this before the glide to get it ready.
9. Add an explosion costume to the shell sprite. (Add several if you want to animate it.)



10. Add three scripts to the **Shell** to show your new explosion costume after the glide.

