//creating sprites

var background = createSprite(200, 200);

background.setAnimation("background");

background.scale = 1.5;

background.depth = 0.1;

var player = createSprite(50, 200);

player.setAnimation("player");

player.scale = 0.7;

var bullet = createSprite(700, 200);

bullet.setAnimation("bullet");

bullet.scale = 0.2;

bullet.depth = 0.9;

//creating Score

var Score2 = 0;

//making group sprite

var enemy1G = createGroup();

var enemy2G = createGroup();

var enemy3G = createGroup();

var enemy4G = createGroup();

var bu1G = createGroup();

var bu2G = createGroup();

//clear screen

function draw() {

//to move player with the mouse

player.y = World.mouseY;

//giving bullet effect

if (keyDown("space")) {

bullet.x = player.x;

bullet.y = player.y;

bullet.velocityX = +30;

bullet.visible = true;

playSound("sound://category\_hits/retro\_game\_simple\_impact\_3.mp3");

}

//creating enemy in frame count

if (World.frameCount % 110 === 0) {

var enemy1 = createSprite(400,320,40,10);

enemy1.y = randomNumber(10,120);

enemy1.setAnimation("enemy1");

enemy1.scale = 0.5;

enemy1.velocityX = -3;

enemy1.lifetime =200 ;

enemy1G.add(enemy1);

}

if (World.frameCount % 170 === 0) {

var enemy2 = createSprite(400,320,15,15);

enemy2.setAnimation("enemy2");

enemy2.scale = 0.5;

enemy2.y = randomNumber(135,235);

enemy2.velocityX = -2;

enemy2.lifetime =200 ;

// time=distance/speed = 400/2 = 200

enemy2G.add(enemy2);

}

if (World.frameCount % 200 === 0 ) {

var enemy3 = createSprite(400,320,15,15);

enemy3.setAnimation("enemy3");

enemy3.scale = 0.54;

enemy3.y = randomNumber(245,345);

enemy3.velocityX = -3;

// time=distance/speed = 400/2 = 200

enemy3.lifetime =200 ;

//adding them in a group

enemy3G.add(enemy3);

}

if (World.frameCount % 500 === 0 ) {

var enemy4 = createSprite(400,320,15,15);

enemy4.setAnimation("enemy4");

enemy4.scale = 0.5;

enemy4.y = randomNumber(10,390);

enemy4.velocityX = -10;

enemy4.lifetime =200 ;

// time=distance/speed = 400/2 = 200

enemy4G.add(enemy4);

}

if (World.frameCount % 300 === 0) {

var bu1 = createSprite(400,320,15,15);

bu1.setAnimation("bu1");

bu1.scale = 0.2;

bu1.y = randomNumber(10,390);

bu1.velocityX = -15;

bu1.lifetime =200 ;

// time=distance/speed = 400/2 = 200

bu1G.add(bu1);

}

if (World.frameCount % 100 === 0) {

var bu2 = createSprite(400,320,15,15);

bu2.setAnimation("bu1");

bu2.scale = 0.2;

bu2.y = randomNumber(10,390);

bu2.velocityX = -20;

bu2.lifetime =200 ;

// time=distance/speed = 400/2 = 200

bu2G.add(bu2);

}

//giving velocity to background

background.velocityX = 2;

//reseting the background

if (background.x > 300){

background.x = background.height/2;

}

//to increase the score while the bullet is increase the score

if (enemy1G.isTouching(bullet)) {

enemy1G.setVisibleEach(false);

Score2 = Score2 + 1 ;

bullet.visible = false;

}

if (enemy2G.isTouching(bullet)) {

enemy2G.setVisibleEach(false);

Score2 = Score2 + 1 ;

bullet.visible = false;

}

if (enemy3G.isTouching(bullet)) {

enemy3G.setVisibleEach(false);

Score2 = Score2 + 1 ;

bullet.visible = false;

}

if (enemy4G.isTouching(bullet)) {

enemy4G.setVisibleEach(false);

Score2 = Score2 + 1 ;

bullet.visible = false;

}

if (bu1G.isTouching(player)) {

Score2 = Score2 - 1;

//changing the background when it is increasing by 100

}

if (Score2>100) {

background.setAnimation("background2");

}

if (Score2>200) {

background.setAnimation("background3");

}

if (Score2>300) {

background.setAnimation("background4");

}

if (Score2>400) {

background.setAnimation("background5");

}

if (Score2>500) {

background.setAnimation("background6");

}

//

drawSprites();

//diplaying Score on screen

text(Score2, 230, 30);

//typing player Score

text("Player Score : ", 150, 30);

}