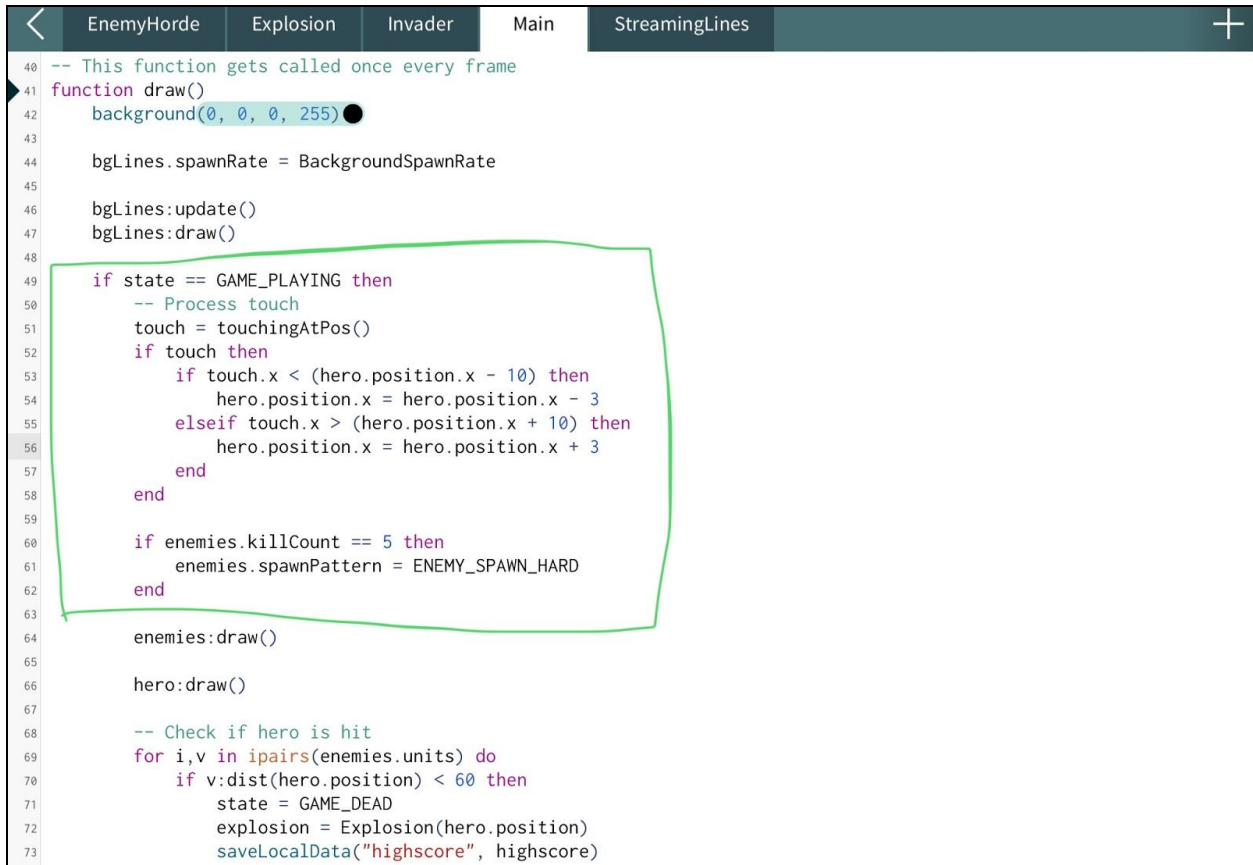


Game Design with Codea NextUp Bit Invader

Directions:

- Open Codea
- Select, **NextUp Bit Invader**, navigate to the **Main** tab
- Add the code in the green box to this project.



```
40 -- This function gets called once every frame
41 function draw()
42     background(0, 0, 0, 255)
43
44     bgLines.spawnRate = BackgroundSpawnRate
45
46     bgLines:update()
47     bgLines:draw()
48
49     if state == GAME_PLAYING then
50         -- Process touch
51         touch = touchingAtPos()
52         if touch then
53             if touch.x < (hero.position.x - 10) then
54                 hero.position.x = hero.position.x - 3
55             elseif touch.x > (hero.position.x + 10) then
56                 hero.position.x = hero.position.x + 3
57             end
58         end
59
60         if enemies.killCount == 5 then
61             enemies.spawnPattern = ENEMY_SPAWN_HARD
62         end
63
64     enemies:draw()
65
66     hero:draw()
67
68     -- Check if hero is hit
69     for i,v in ipairs(enemies.units) do
70         if v:dist(hero.position) < 60 then
71             state = GAME_DEAD
72             explosion = Explosion(hero.position)
73             saveLocalData("highscore", highscore)
```

The missing code is our main game loop!

At line 53, we are adding instructions to the program so it can handle movements the user makes to the ship. At line 60, we add a rule saying, "if 5 enemies are destroyed, make all following enemies more difficult."

CHALLENGE: edit the code to make the ship move faster!