var score = 0;

var space = createSprite(0, 0 ,400, 400);

space.setAnimation("space");

space.scale = 2.5;

space.y = space.height/2;

var player = createSprite(190, 375,20,20);

player.setAnimation("animation\_4");

var galaxianGroup = createGroup();

var galaxian1Group = createGroup();

var galaxian2Group = createGroup();

var galaxian3Group = createGroup();

var bulletGroup = createGroup();

textSize(14);

textFont("Georgia");

stroke("red");

fill("white");

function draw() {

// background(10);

// space.setAnimation("space");

player.x = World.mouseX;

createEdgeSprites();

player.collide(bottomEdge);

space.velocityY = 2;

if (space.y > 500) {

space.y = space.height/2;

}

if (keyDown("space")) {

createBullet(player.x);

}

if (bulletGroup.isTouching(galaxianGroup)) {

galaxianGroup.destroyEach();

bulletGroup.destroyEach();

score = score + 2;

} else if (bulletGroup.isTouching(galaxian1Group)) {

galaxian1Group.destroyEach();

bulletGroup.destroyEach();

score = score + 4;

} else if (bulletGroup.isTouching(galaxian2Group)) {

galaxian2Group.destroyEach();

bulletGroup.destroyEach();

score = score + 6;

} else if (bulletGroup.isTouching(galaxian3Group)) {

galaxian3Group.destroyEach();

bulletGroup.destroyEach();

score = score + 8;

}

if (galaxianGroup.isTouching(bottomEdge)) {

score = score - 2;

}

var select\_enemy = randomNumber(0,3);

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

if (select\_enemy == 0) {

createGalaxian();

} else if (select\_enemy == 1) {

createGalaxian1();

} else if (select\_enemy == 2) {

createGalaxian2();

} else {

createGalaxian3();

}

}

drawSprites();

text("PLAYER SCORE: "+ score, 10, 20);

}

function createGalaxian() {

var galaxian = createSprite(randomNumber(0, 400), 0, 10, 10);

galaxian.setAnimation("animation\_2");

galaxian.velocityY = 0.7;

galaxian.lifetime = 1000;

galaxianGroup.add(galaxian);

}

function createGalaxian1() {

var galaxian1 = createSprite(randomNumber(0, 400), 0, 10, 10);

galaxian1.setAnimation("animation\_2");

galaxian1.velocityY = 0.7;

galaxian1.lifetime = 1000;

galaxian1Group.add(galaxian1);

}

function createGalaxian2() {

var galaxian2 = createSprite(randomNumber(0, 400), 0, 10, 10);

galaxian2.setAnimation("animation\_1");

galaxian2.velocityY = 0.8;

galaxian2.lifetime = 1000;

galaxian2Group.add(galaxian2);

}

function createGalaxian3() {

var galaxian3 = createSprite(randomNumber(0, 400), 0, 10, 10);

galaxian3.setAnimation("animation\_3") ;

galaxian3.velocityY = 1.0;

galaxian3.lifetime = 1000;

galaxian3Group.add(galaxian3);

}

function createBullet(x) {

var bullet= createSprite(100, 100, 5, 10);

bullet.y = 360;

bullet.x = x;

bullet.shapeColor = "red";

bullet.velocityY = -1;

bullet.lifetime = 1000;

bulletGroup.add(bullet);

}