

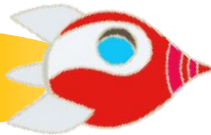


Are you interested in exploring space and everything on it? For today, you will create a simple outer space interactive shooting game using the things you have learned about motion commands.

The player for this game should click the spaceships to shoot lasers at the alien spaceships invading the Earth. If the player fails, the aliens will take over the planet and the game is over.

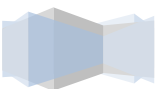
There are 6 sprites needed for this game, but all you have to do is to create scripts for the 3 spaceship sprites.

Spaceship1



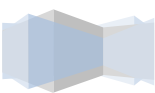
when  clicked

- 1 it will hide itself and go to (199, -147);
- 2 wait randomly for 1 to 8 seconds and then show up;
- 3 it will endlessly point towards the earth and constantly move 2 steps forward until it touches the Earth's surface;
- 4 if the moving spaceship1 touches the water part of Earth, the script for this sprite will stop; if it touches the pointer, the score will be increased by 1 and the Spaceship1 sprite will secretly glide back to (199, -147) for 3 seconds and wait randomly for 1 to 6 seconds before it shows up again.





- 1 it will hide itself and go to (195, 158);
- 2 wait randomly for 1 to 8 seconds and then show up;
- 3 it will endlessly point towards the Earth and constantly move 2 steps forward until it touches the Earth's surface;
- 4 if the moving SpaceShip1 touches the water part of the Earth, the script for this sprite will stop; but if it touches the pointer, the score will be increased by 1 and the SpaceShip2 sprite will secretly glide back to (195, 158) for 3 seconds and wait randomly for 1 to 6 seconds before it shows up again.





- 1 it will hide itself and go to (-214, -151);
- 2 wait randomly for 1 to 8 seconds and then show up;
- 3 it will endlessly point towards the Earth and constantly move 2 steps forward until it touches the Earth's surface;
- 4 if the moving Spaceship3 touches the Earth's water area, the script for this sprite will stop; but if it touches the pointer, the score will be increased by 1 and the Spaceship3 sprite will secretly glide back to (-214, -151) for 3 seconds and wait randomly for 1 to 6 seconds before it shows up again.



Don't forget to save your file as: SurnameFirstName_L35

