

Making "Space Invaders" - The Game

1. Decide what your game will do.

Our game: you must destroy aliens to save Earth!

2. Make a storyline – tell a story and make a little animation that tells the purpose of the game

In a galaxy far, far away, aliens pose a threat to Earth. Only Scratchy the Space Cat can save us now!

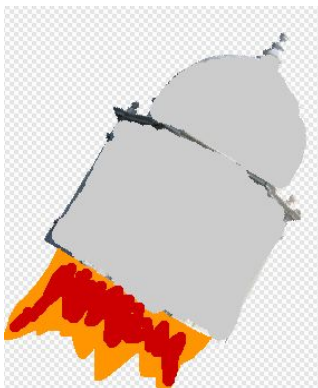
Help Scratchy defend Earth by clicking on the alien invaders.

```
when clicked  
show  
wait 8 secs  
broadcast start  
hide
```



```
when I receive start  
set size to 100 %  
show  
go to x: 153 y: -127  
say Oh no! The aliens are invading. for 3 secs  
wait 0.5 secs  
say I need to jump into my space ship and blast them
```

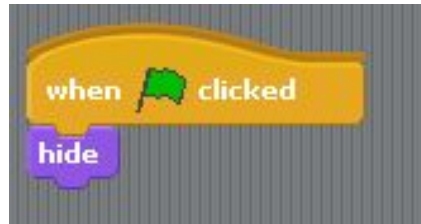
```
wait until touching Sprite2  
hide  
broadcast Blast off
```



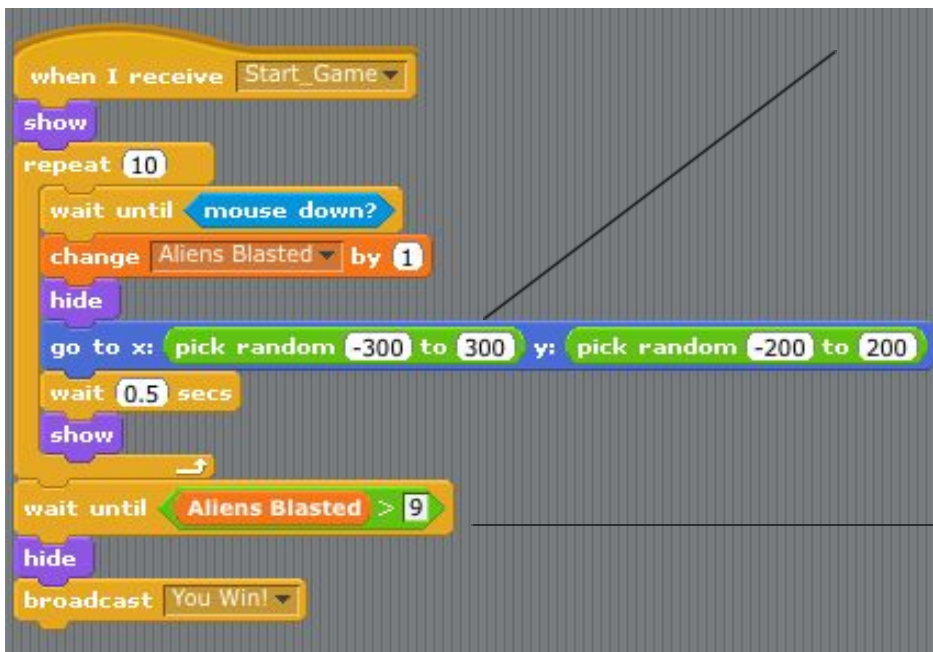
```
when I receive Blast off  
switch to costume marble-building2  
wait 0.3 secs  
glide 1 secs to x: 225 y: 165  
hide
```

```
when I receive start  
switch to costume marble-building1  
go to x: -173 y: -105  
show
```

3. Decide how you will make your aliens disappear – mouse click, being hit by another sprite (bullets), bumping into the wall, etc.



4. Create a variable to keep track of your “score.” This one is called “aliens blasted.”



Use > or < for games

5. Decide how you will end the game – reach a certain number, time runs out, life runs out, etc.

