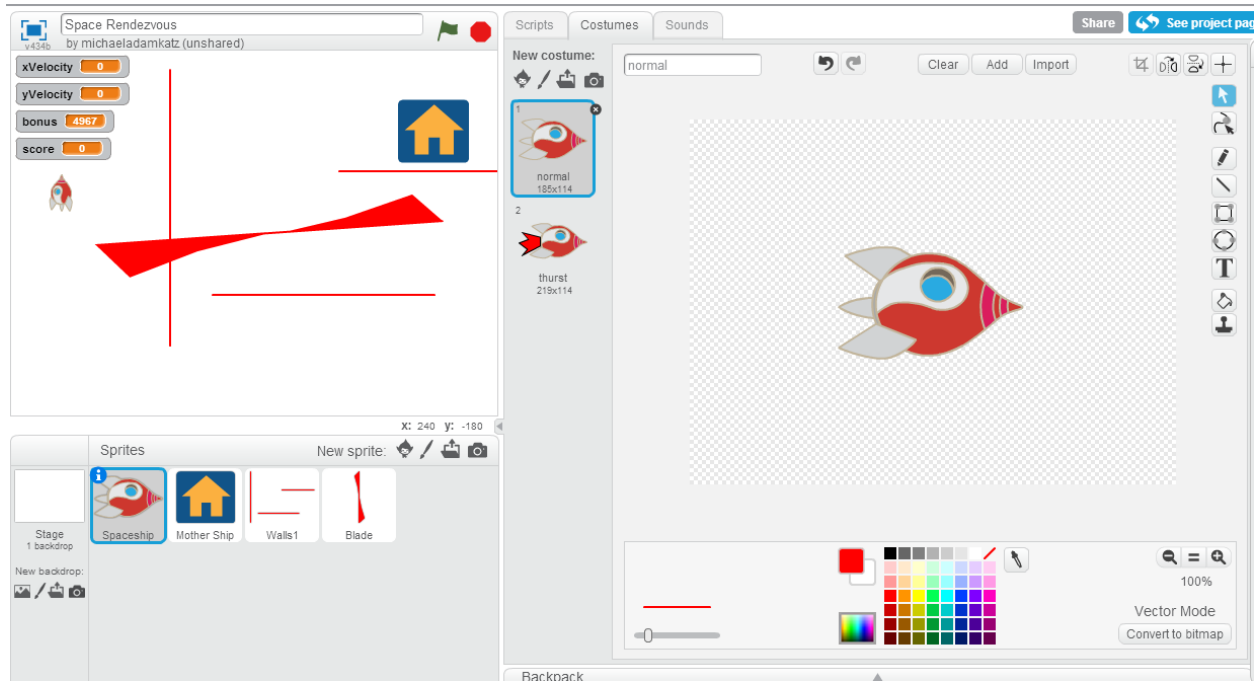


# Space Rendezvous

1. Spaceship sprite. (Notice we draw it sideways so 0 degrees is "up".)



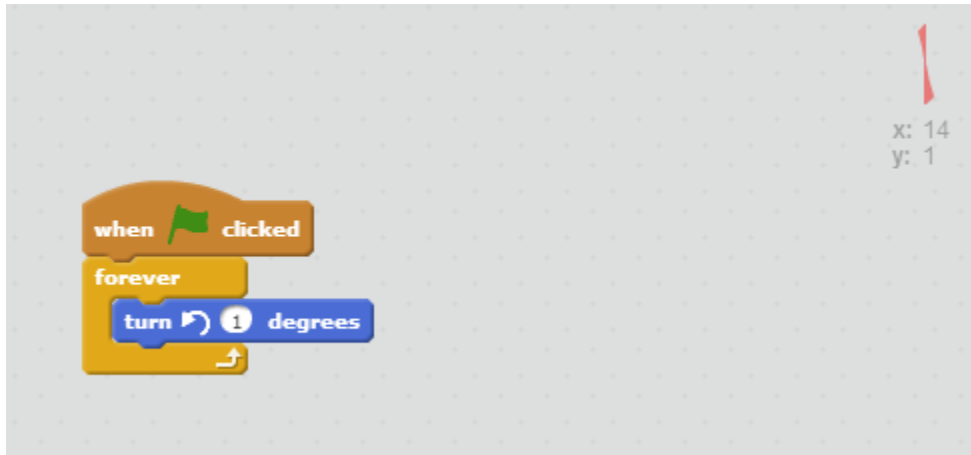
## 2. Spaceship code. (And notice the variables you need to make.)

The image displays the Scratch code editor for a spaceship game. The interface includes a left sidebar with category tabs (Scripts, Costumes, Sounds) and a list of block categories (Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, More Blocks). A 'Make a Variable' section is visible with variables for 'bonus', 'score', 'xVelocity', and 'yVelocity'. The main workspace contains the following code blocks:

- when clicked:** set size to 20 %, point in direction 0, go to x: -191 y: 40, set xVelocity to 0, set yVelocity to 0, set bonus to 5000, set score to 0, and a forever loop containing: change x by xVelocity, change y by yVelocity, CheckExplode, CheckWin, CheckKeys, and an if statement: if bonus > 1 then change bonus by -1.
- define CheckKeys:** if key left arrow pressed? then turn 4 degrees; if key right arrow pressed? then turn 4 degrees; if key up arrow pressed? then switch costume to thrust, change xVelocity by sin of direction / 10, change yVelocity by cos of direction / 10, else switch costume to normal.
- define CheckExplode:** if touching edge? then broadcast crash and wait; if touching color? then broadcast crash and wait.
- when I receive crash:** say Crash! for 2 secs, stop all.
- define CheckWin:** if touching Mother Ship? then say I win! for 2 secs, change score by bonus, stop all.

Additional UI elements include 'Share' and 'See project' buttons at the top right, and a coordinate display (x: -1, y: 40) on the right side.

### 3. Blade code.

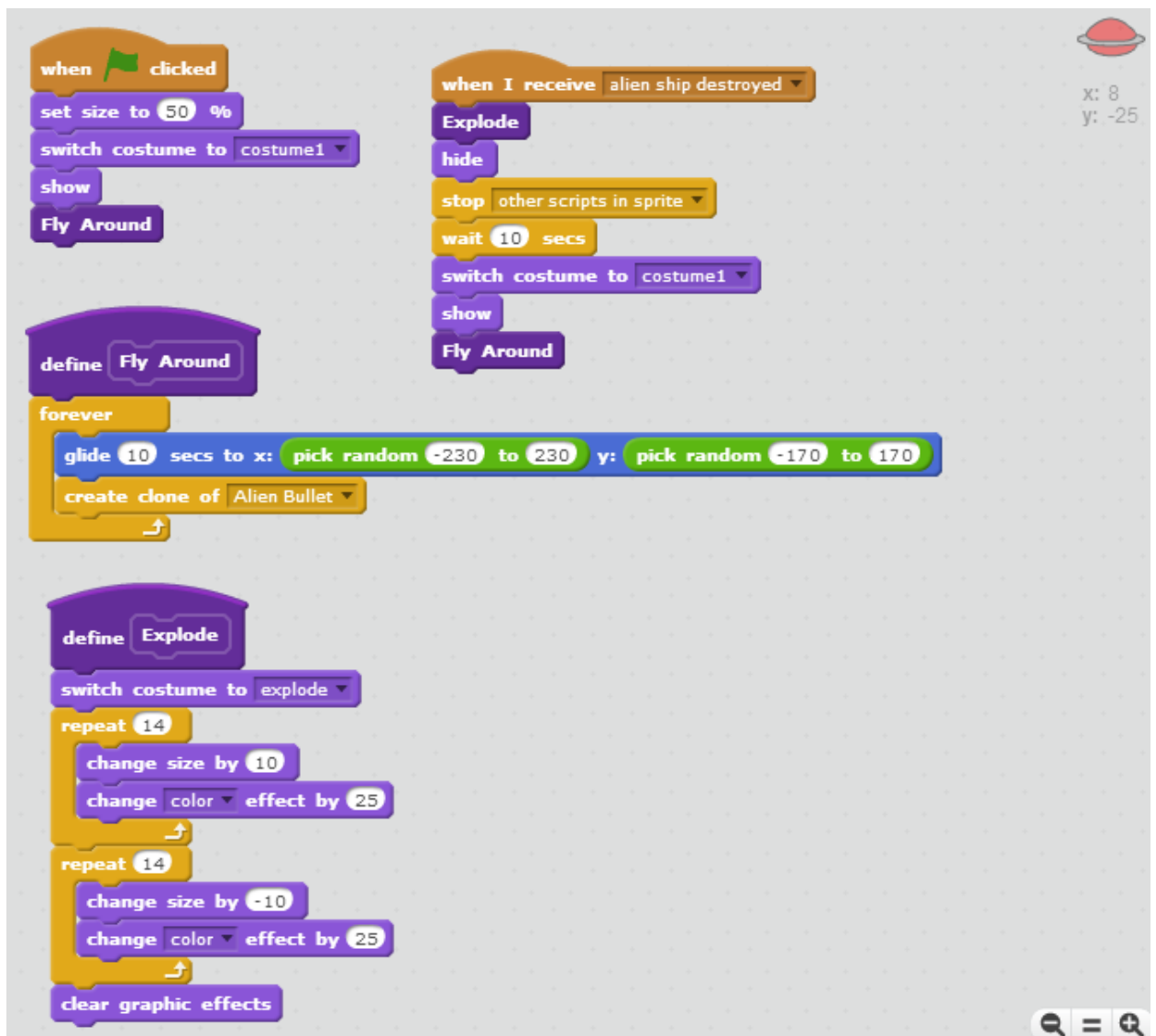
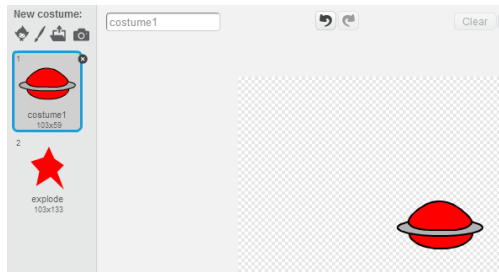


#### Challenges:

- Make a better “mother ship” sprite.
- Make your own spaceship drawing (maybe a person with a jetpack?).
- Make an explosion animation.
- Make a win animation.
- Make an intro screen.
- Add more levels.

# Space Rendezvous Continued (week 2)

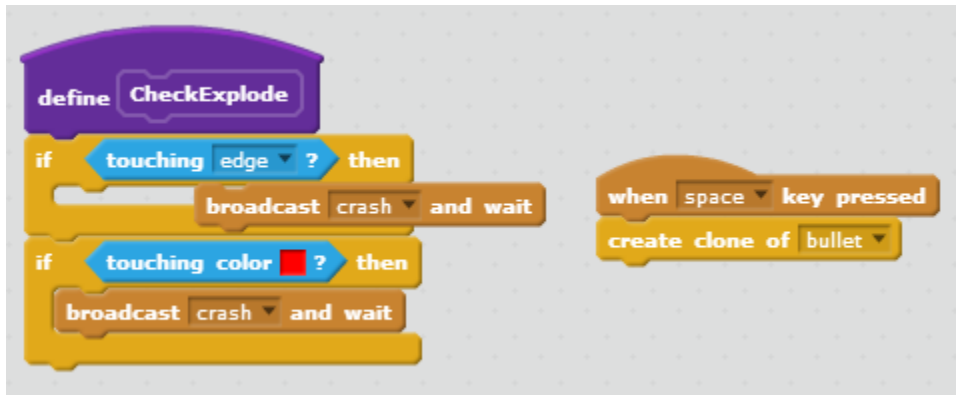
## 4. Alien ship.



## 5. Alien bullet



## 6. Spaceship changes.



## 7. Bullet.

