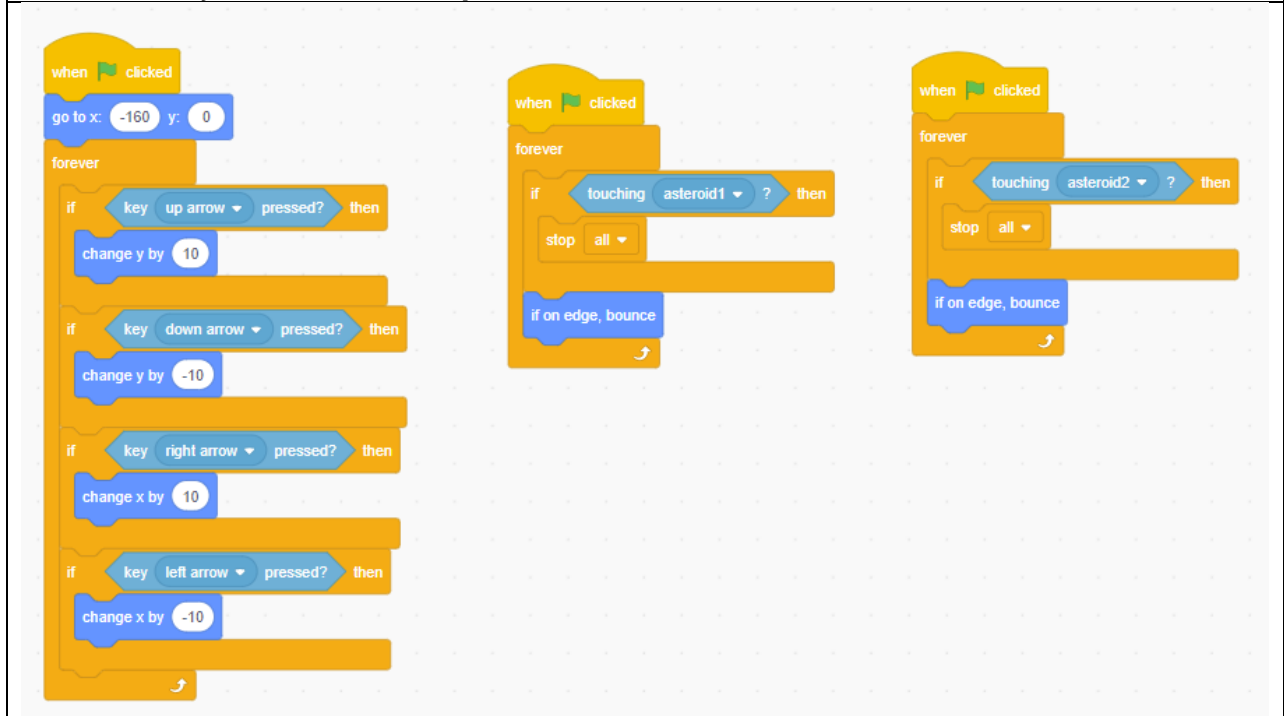


Coding with AlbertaSat: ASTEROID DODGER!

Link for template (incomplete project): <https://scratch.mit.edu/projects/605478607>
Click "See Inside" to begin coding!

ANSWERS: Below is what the finished game should look like:

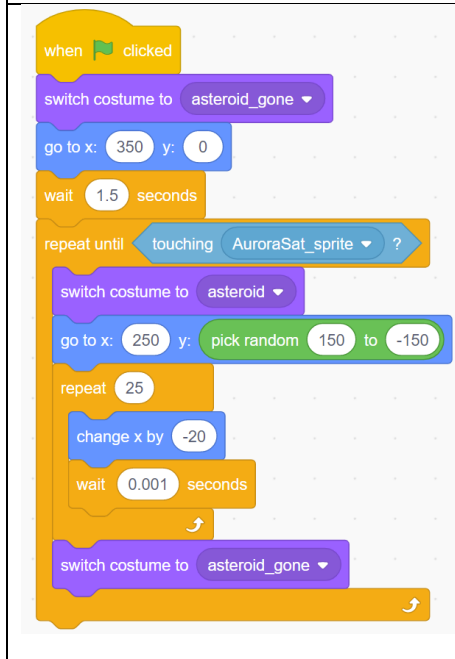
This is what your **AuroraSat_sprite** screen should look like:



The code for the AuroraSat_sprite is divided into three sections:

- Initial Position:** A "when clicked" event triggers a "go to x: -160 y: 0" block.
- Movement:** A "forever" loop contains four "if" blocks for arrow keys: "up arrow pressed?" (change y by 10), "down arrow pressed?" (change y by -10), "right arrow pressed?" (change x by 10), and "left arrow pressed?" (change x by -10).
- Collision and Bounce:** Two "forever" loops. The first checks "touching asteroid1?" and triggers "stop all" and "if on edge, bounce". The second checks "touching asteroid2?" and triggers "stop all" and "if on edge, bounce".

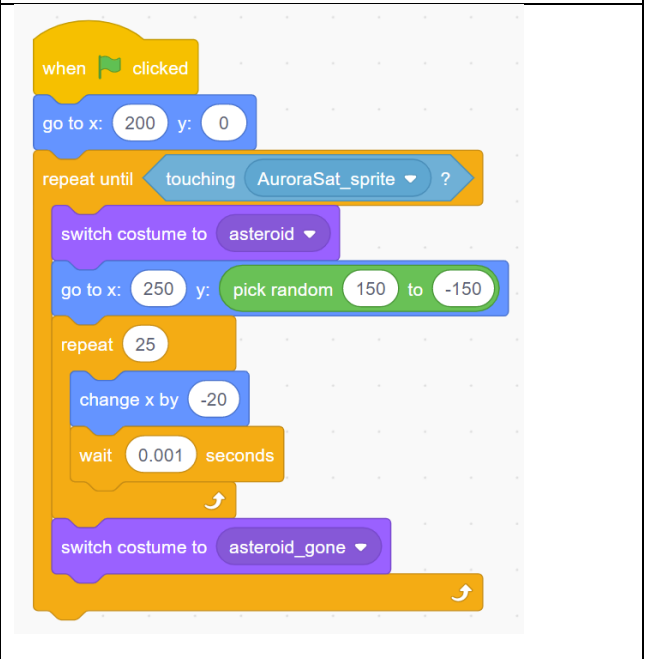
This is what your **asteroid1** screen should look like:



The code for the asteroid1 screen is as follows:

- Initial Setup:** "when clicked" event triggers "switch costume to asteroid_gone", "go to x: 350 y: 0", and "wait 1.5 seconds".
- Collision Loop:** A "repeat until touching AuroraSat_sprite?" loop.
- Appearance and Movement:** Inside the loop, "switch costume to asteroid", "go to x: 250 y: pick random 150 to -150", and a "repeat 25" loop containing "change x by -20" and "wait 0.001 seconds".
- Final State:** After the loop, "switch costume to asteroid_gone".

This is what your **asteroid2** screen should look like:



The code for the asteroid2 screen is as follows:

- Initial Position:** "when clicked" event triggers "go to x: 200 y: 0".
- Collision Loop:** A "repeat until touching AuroraSat_sprite?" loop.
- Appearance and Movement:** Inside the loop, "switch costume to asteroid", "go to x: 250 y: pick random 150 to -150", and a "repeat 25" loop containing "change x by -20" and "wait 0.001 seconds".
- Final State:** After the loop, "switch costume to asteroid_gone".

