

Experiment



Change the number in the **turn blocks** and see if makes the spaceship easier to control. What do you think is the best value to use?



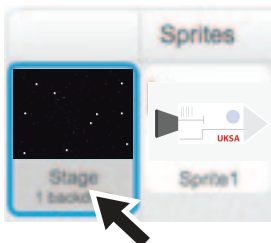
Try different values in the **move** code block.

Challenges

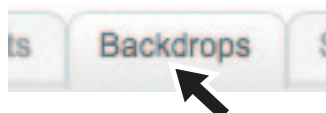
1. Create a booster button to give the spaceship extra speed.. You might need to:

- Add another *when key pressed* code block.
- Choose a key to press for extra boost.
- Make the rocket move forward when that key is pressed.

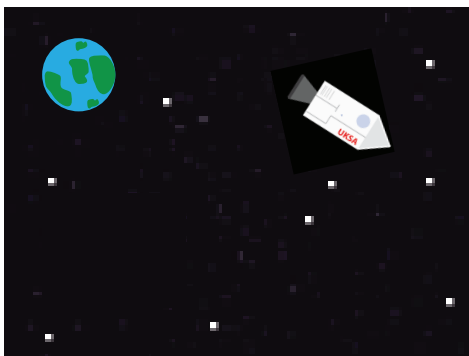
2. What else might you see in space at this point in the adventure? Add your ideas to the background:



Click the **Stage** icon in the sprites pane.



Choose the **Backdrops** tab.



Use the drawing tools to add your own ideas to the background.