

## Experiment



Change the number in the **change y** blocks and see if makes it easier to avoid the asteroids. What do you think is the best value?



Try -2 or -3 in the change speed block. What happens?

## Challenges

Make a message appear at the start of the program, warning you that asteroids have been detected.

Add more details to the asteroids. You may have to change the code that checks to see if they have hit the spaceship if you change their colours.

Add code so that the spaceship can move to the left or right to avoid asteroids.

Make the asteroids rotate slowly as they move across the screen. Add a code block to do this in the main loop, where the x value of the asteroid is changed.

Are there any other ways you could protect the ship from the asteroids?