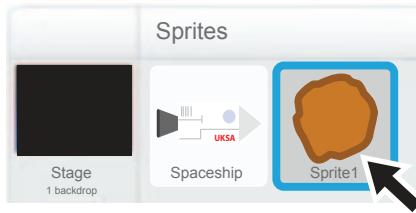


Experiment



In the Sprites pane select the asteroid sprite.



Change this value - how does it affect the asteroids?



How about these values - what happens if you change them?



Try -4 and -8. Can you keep up?

Challenges

Make the ship move up and down more quickly.

Add some new if key pressed code blocks to the main loop, so that the ship can be moved forwards and backwards. (You could change its x value to do this).

Can you work out a way to make the asteroids get bigger as the game goes on, and the timer goes up?

Are there any other ways you could defend the spaceship from the asteroids? Could you add code to do this?