

## SHOOTER



```

when green flag clicked
  go to x: -150 y: 0

when space key pressed
  broadcast fire and wait
  
```

## MISSILE



```

when green flag clicked
  go to front
  go back 1 layers
  hide

when I receive fire
  go to wizard
  change x by 50
  change y by 15
  show
  repeat until x position > 220
    change x by 20
  hide

when I receive hit
  hide
  
```

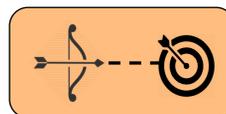
## TARGET

```

when green flag clicked
  switch to costume ghou1-a
  show
  forever
    if touching ball?
      switch to costume ghou1-b
      broadcast hit
      say Hit! for 1 secs
      hide
      wait 1 secs
      switch to costume ghou1-a
      show
  
```

```

when green flag clicked
  forever
    glide 1 secs to x: 160 y: pick random -180 to 180
  
```



## CLICKING

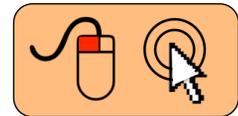
```

when clicked
  forever
    glide 1 secs to x: pick random -240 to 240 y: pick random -180 to 180
  
```



```

when clicked
  go to front
  forever
    go to x: mouse x y: mouse y
    if mouse down? and touching ghost?
      say Hit! for 0.5 secs
    if mouse down? and not touching ghost?
      say Miss! for 0.5 secs
  
```



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## CHASING

```

when clicked
  show
  forever
    move 20 steps
    wait 0.5 secs
    turn pick random 1 to 10 degrees
    if on edge, bounce
    turn pick random 1 to 10 degrees
    if touching Shark?
      broadcast got_me
      hide
      wait 1 secs
      go to x: pick random -240 to 240 y: pick random -180 to 180
      show
  
```



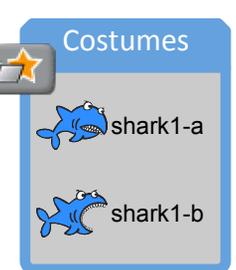
```

when clicked
  show
  switch to costume shark1-a
  forever if distance to mouse-pointer > 10
    point towards mouse-pointer
    move 5 steps
  
```



```

when I receive got_me
  repeat 2
    switch to costume shark1-b
    wait 0.1 secs
    switch to costume shark1-a
  
```



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