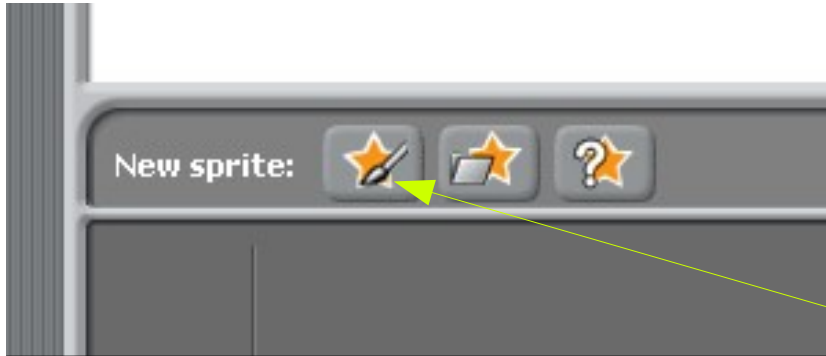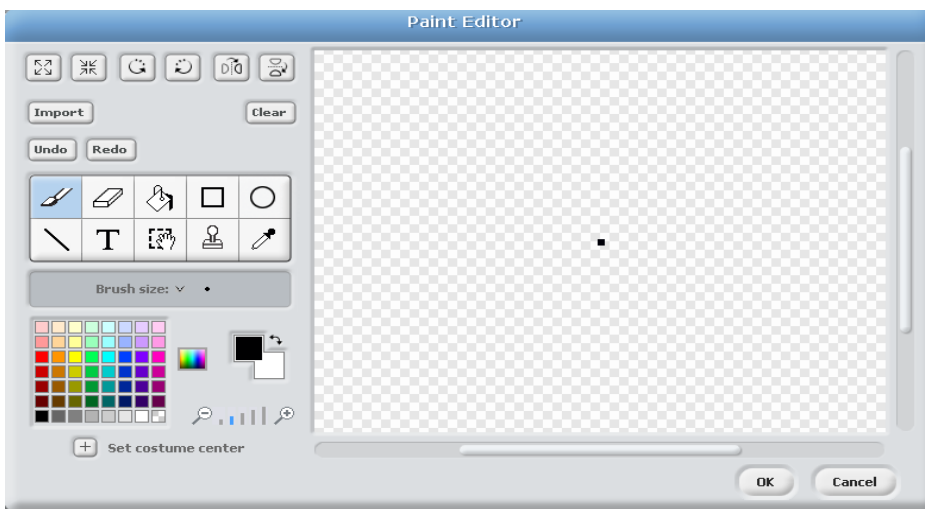# Aim...and...Fire !

1 We need a new sprite – this time we will draw it.

This time we use this icon to draw the sprite

Put a single dot in the middle of the sprite editor window and press OK

2 Let's get it to the right place on the screen :

You'll find the orange commands in the control section, the purple size one in the looks section and the blue commands in motion.
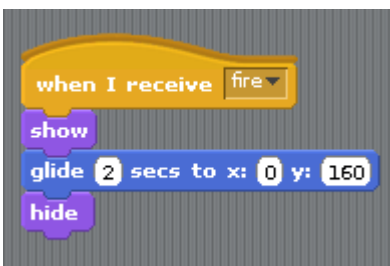
3 Now let's make it move.

Click on the wizard's hat again so we go back to that code and add in this new bit :

click on the little arrow next to broadcast and click on the word 'new' that pops up. Give it the name 'fire' and click OK.

4 Click on the dot again and add some code to it :

When you click on the little arrow this time you should see 'fire' and 'new'. Pick 'fire'.

Set the numbers to be the same as the ones in the picture

...and test...

After you have fired – you need to click the green flag to reset it again so you can fire another shot.

What happens if you point off to the side and then fire ?

Does that work ?

Lets move to sheet 3 and make this work a little better.