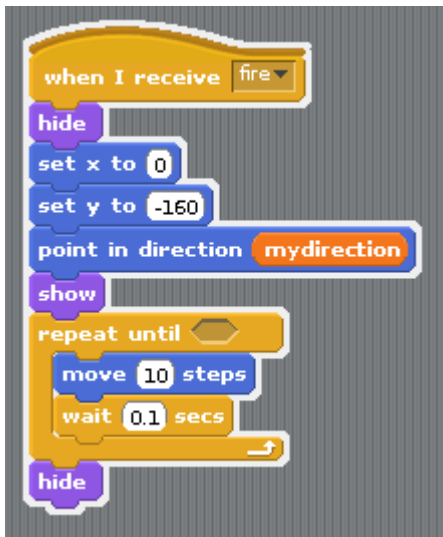


Give me some direction

1 The bullet needs to know what direction to head in. Click on it and change the 'when I receive fire' bit of code to look like this :



This now says when you fire, you start the bullet pointing in the direction that the wizard's hat is pointing in and go in that direction.

Notice there is a hole next to 'repeat until'. What do we need to wait for ? Under sensing you will find 'touching'. Pick that one up and put it in the hole.

Change the drop down arrow to say 'edge'. This means when you fire – the bullet moves until it hits the edge of the screen.

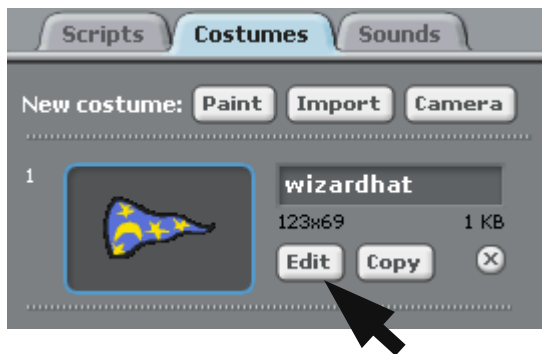


Test it – click the green flag.

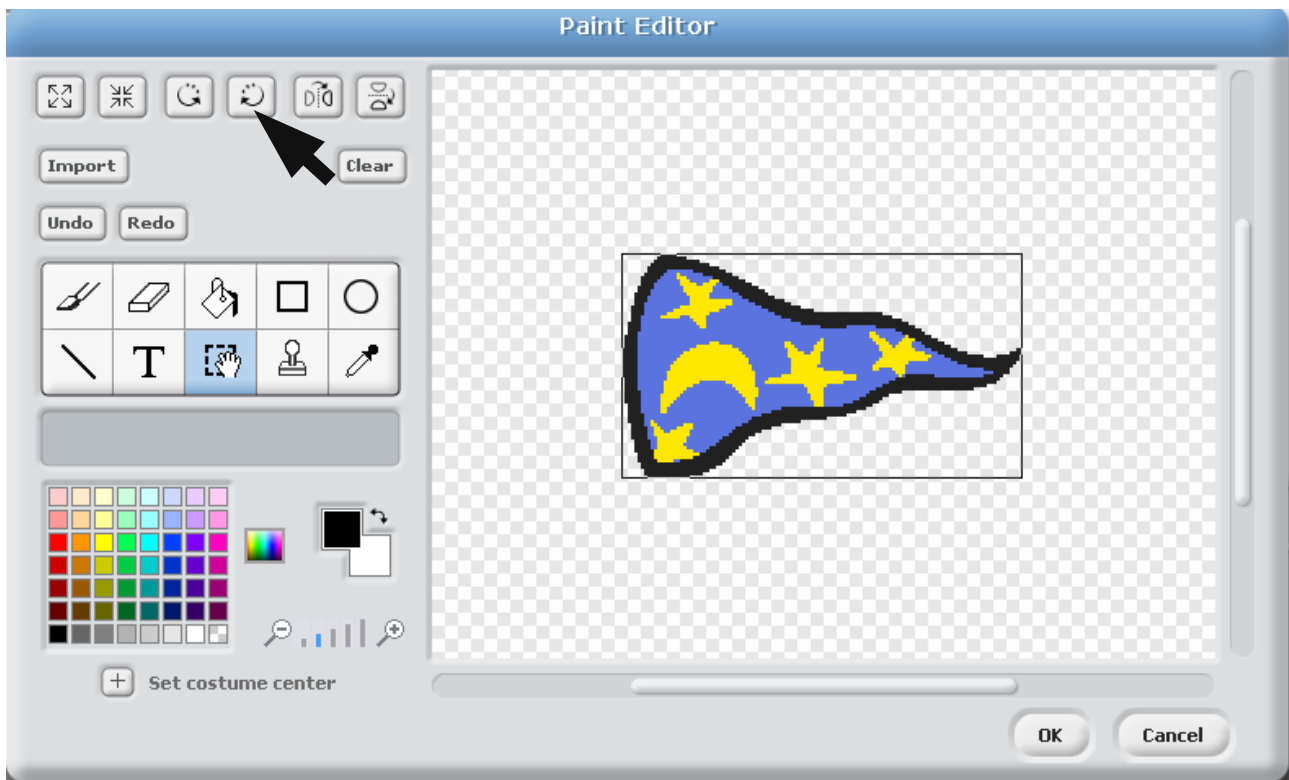
Hmmmmm – that's not right. The bullet is coming out of the side. I was expecting it to come out of the top.

How can we fix this ?

2 Click on the hat again. Click on costumes (at the top of the middle bit) and then on edit



In the editor click on this icon three times :



The hat should now be pointing to the right. Click OK
Click on 'scripts' at the top of the middle bit. You will also have to change the value of 'set mydirection to 90' and change that to '0'



Test it. If all is well, then let's move onto sheet 5.