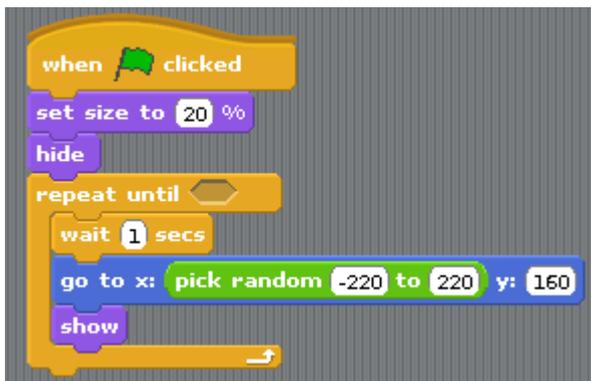


Bring in the bad guys.

1 All games need bad guys (or at least I think they do).

Add another sprite. Use the icon with the folder so you can pick a ready done picture. You should still be in the 'things' folder. Pick your bad guy that will fall from the sky. I have picked the basketball.

We need some code to make it do something :



You will find the green command in the [operations](#) section

This will make the ball invisible (that's the 'hide' command). It will then wait for a second, move to a random place at the top of the screen and then show up.

Now lets make it fall. Start a new bit of code :



This bit makes it fall downwards until it touches the edge. The falling down bit is done by changing the 'y' value by -10. The Y value is how far up the screen it is.

It then waits for 0.2 seconds, check if it is touching sprite 2 (that's the bullet). If it is not touching then it keeps on moving. If it is touching it makes a noise and vanishes (that's the hide command)

One of these loops goes inside the other one.

Pick up the one that start 'repeat until touching edge' and drop it inside the other one just under the 'show' command.

It should now look like this :



Press the green flag to test.

Is it working correctly ? If not check your numbers match the ones above and you put everything in the right place. Getting one line wrong can make the whole program do funny things.

The ball should show up at the top and then drop straight down until it hits the bottom.

Try shooting it. What happen if you hit it ?

Does the noise work ? You might need to turn up your sound a bit.

When you are ready - move onto sheet 6