

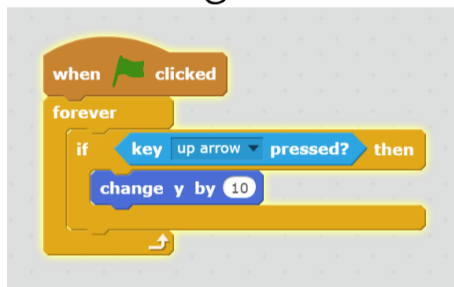
Firing Projectiles – Space invaders

Setting up the character

- 1.) Keep the cat this time, but move him to the left.



- 2.) Make the cat be able to move up and down using this code

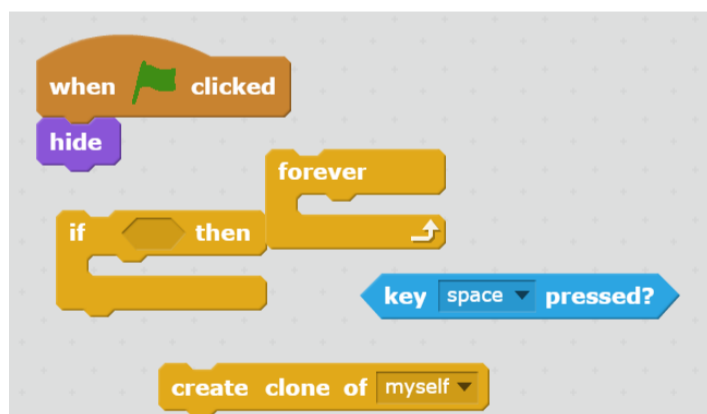


Listening to space bar

- 1.) Import a ball or flame.



- 2.) Start off with this code so that when you hit “space bar” a clone is created.



Firing the cannon

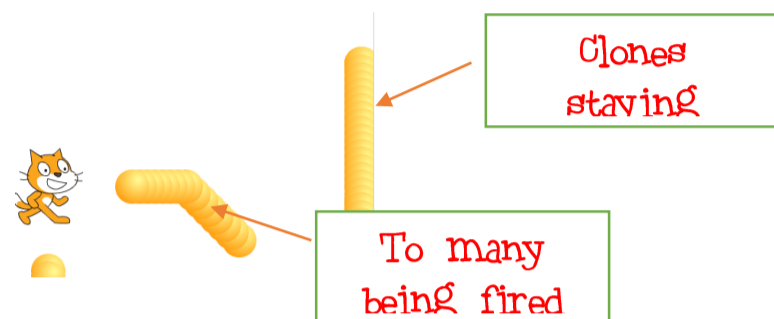
Now that clones are being created it is time to launch them off.

- 1.) Use this code in order to allow them to launch to the other side of the map.



Slowing things down and fixing it up.

If done correctly the game should look like this.



To delete the clones when it touches the edge add this code in.



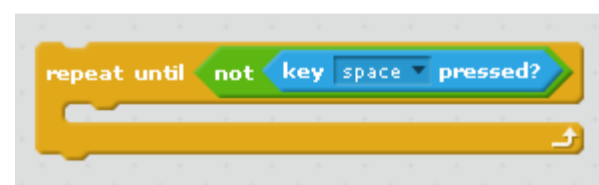
To make it so that not so many are fired you can do this two ways .

a.) Add a timer.



Or

b.) Add a repeat statement so that it only fires when you let go of the space bar.



Randomly Firing

Let's suppose that you want the cat to randomly fire in a direction in the middle of the screen.

