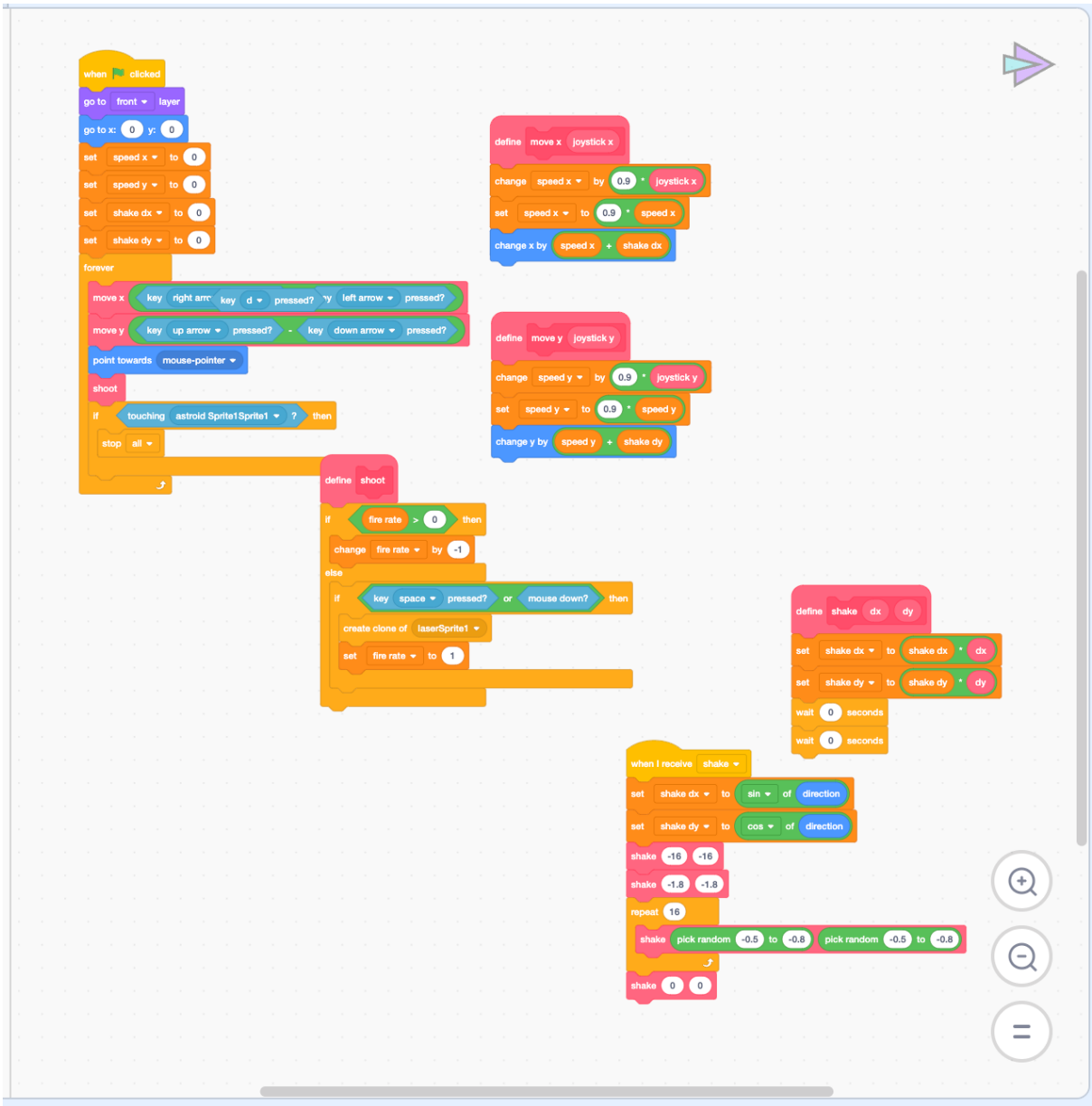
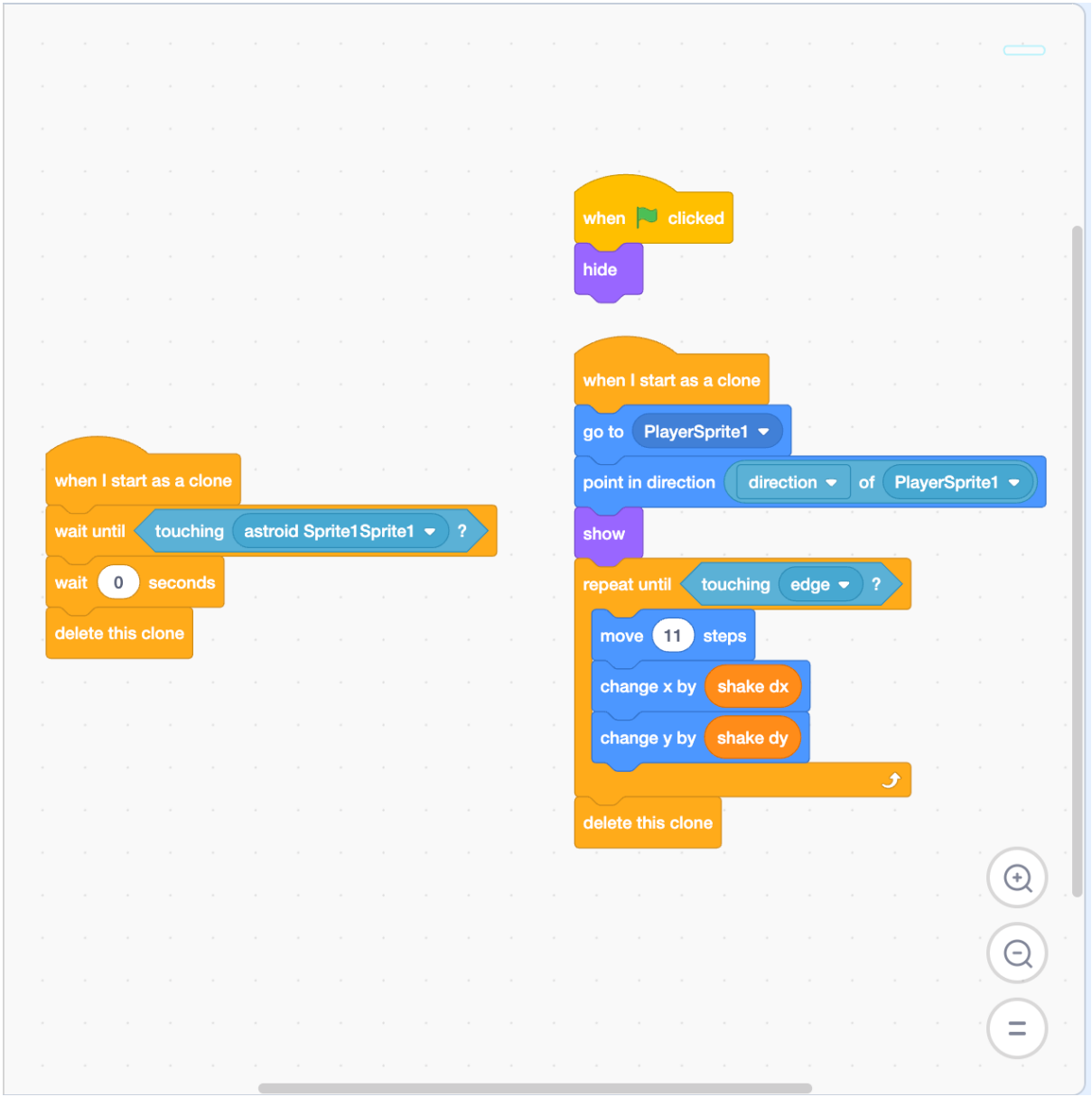
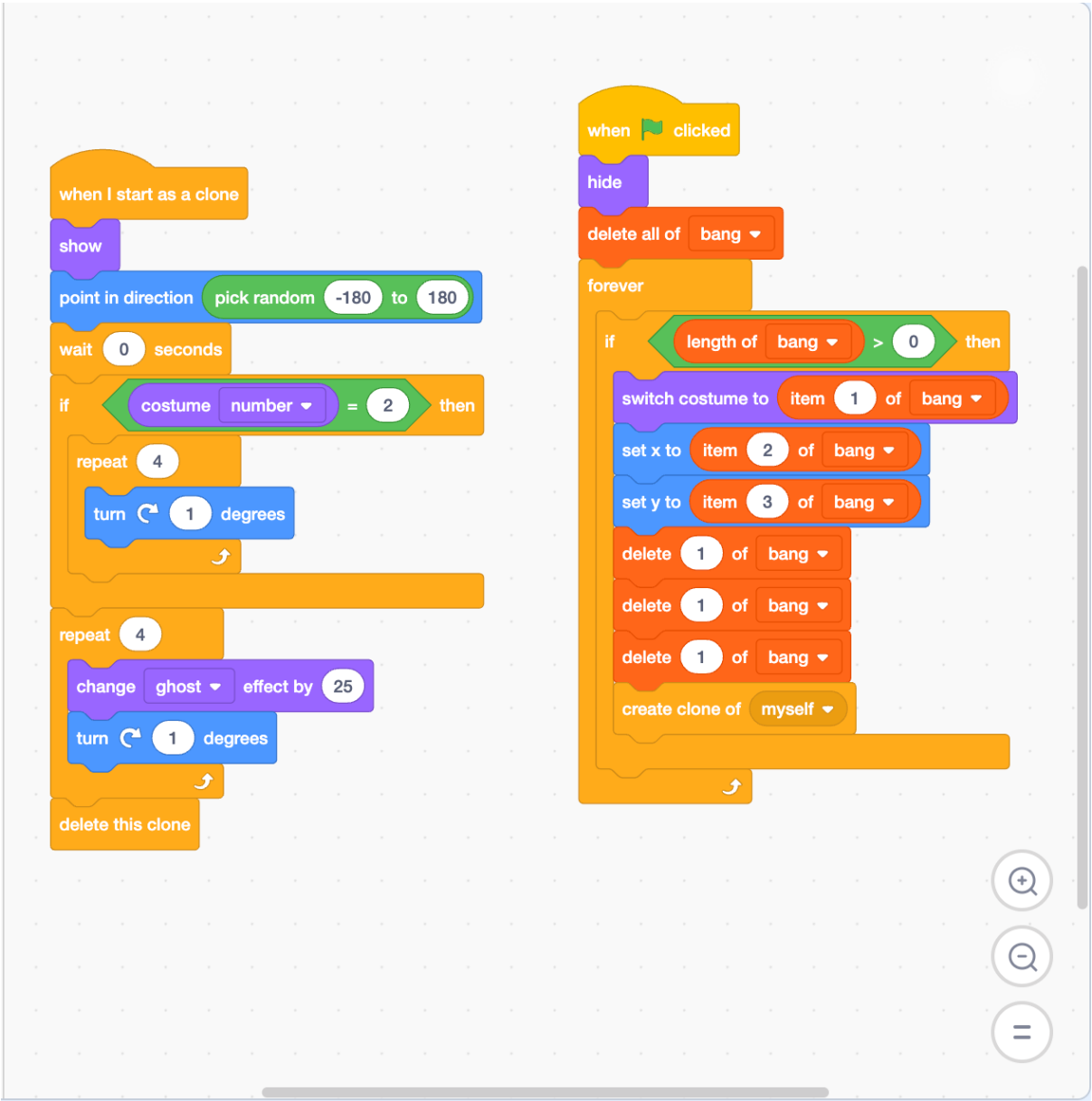


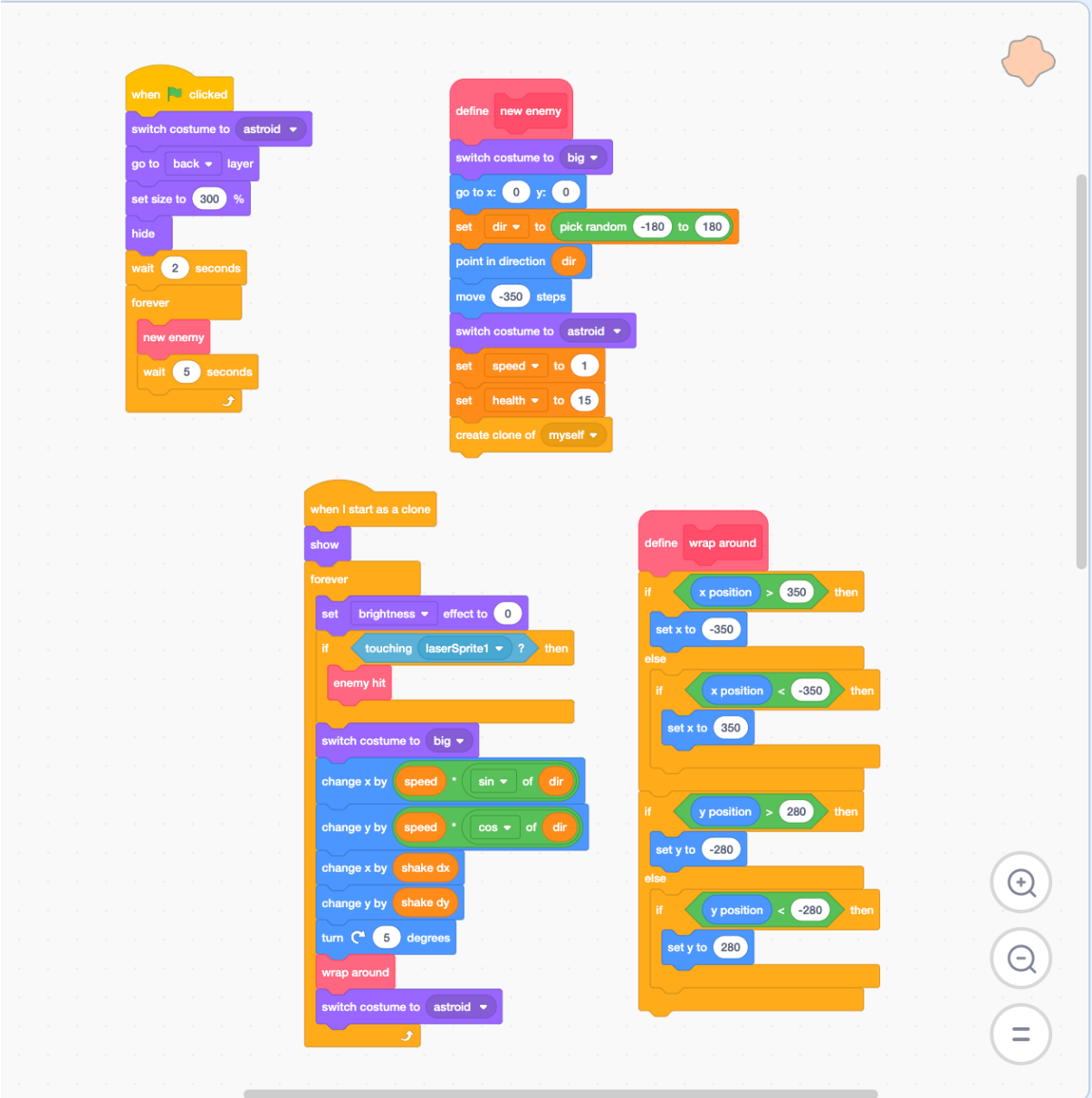
Player sprite

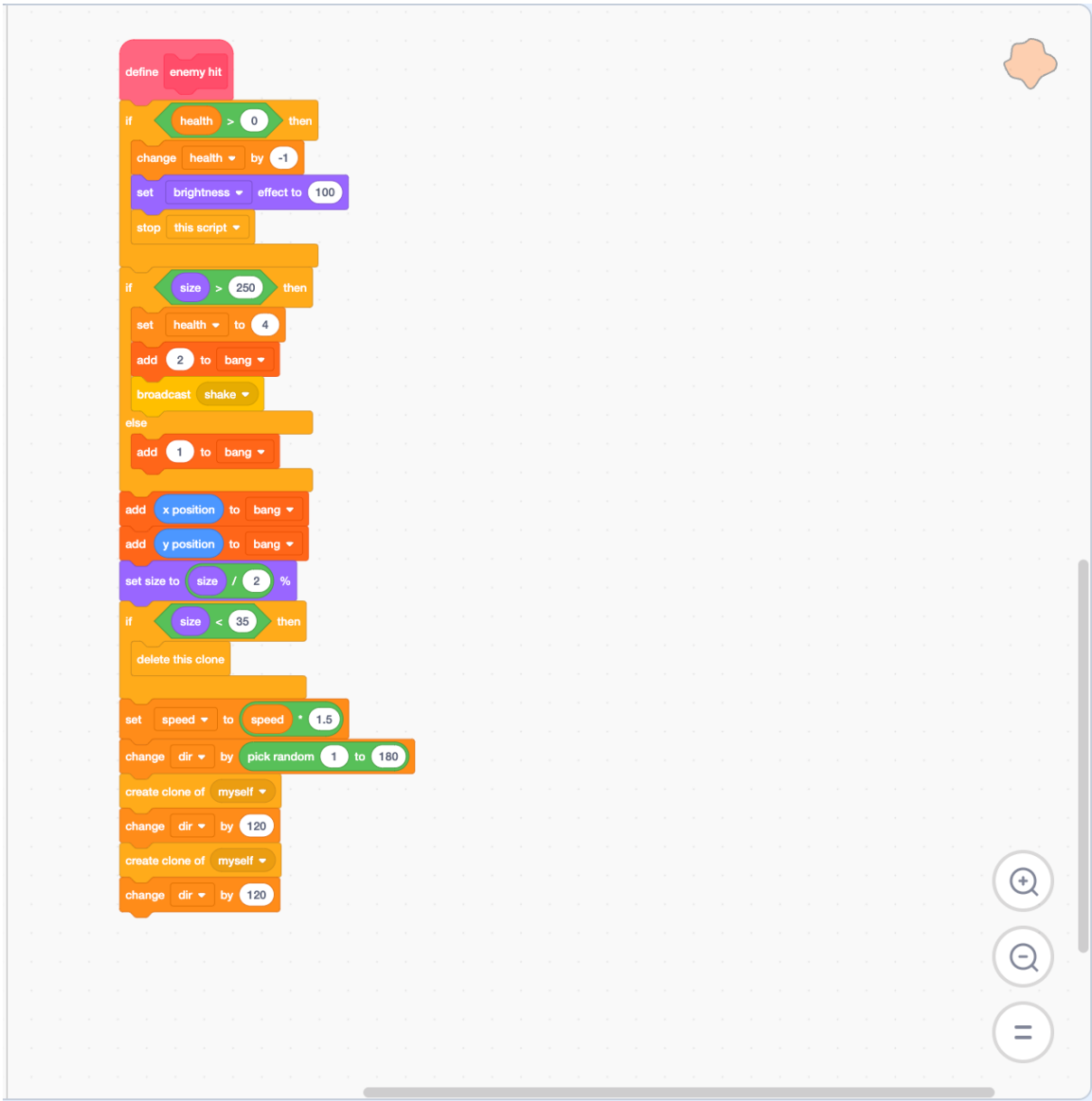


Laser sprite


when I start as a clone
show
point in direction pick random -180 to 180
wait 0 seconds
if costume number = 2 then
repeat 4
turn 1 degrees
repeat 4
change ghost effect by 25
turn 1 degrees
delete this clone
when clicked
hide
delete all of bang
forever
if length of bang > 0 then
switch costume to item 1 of bang
set x to item 2 of bang
set y to item 3 of bang
delete 1 of bang
delete 1 of bang
delete 1 of bang
create clone of myself

Boom sprite


when clicked
switch costume to astroid
go to back layer
set size to 300 %
hide
wait 2 seconds
forever
new enemy
wait 5 seconds
define new enemy
switch costume to big
go to x: 0 y: 0
set dir to pick random -180 to 180
point in direction dir
move -350 steps
switch costume to astroid
set speed to 1
set health to 15
create clone of myself
when I start as a clone
show
forever
set brightness effect to 0
if touching laserSprite1 ? then
enemy hit
switch costume to big
change x by speed * sin of dir
change y by speed * cos of dir
change x by shake dx
change y by shake dy
turn 5 degrees
wrap around
switch costume to astroid
define wrap around
if x position > 350 then
set x to -350
else
if x position < -350 then
set x to 350
if y position > 280 then
set y to -280
else
if y position < -280 then
set y to 280



Astroid sprite