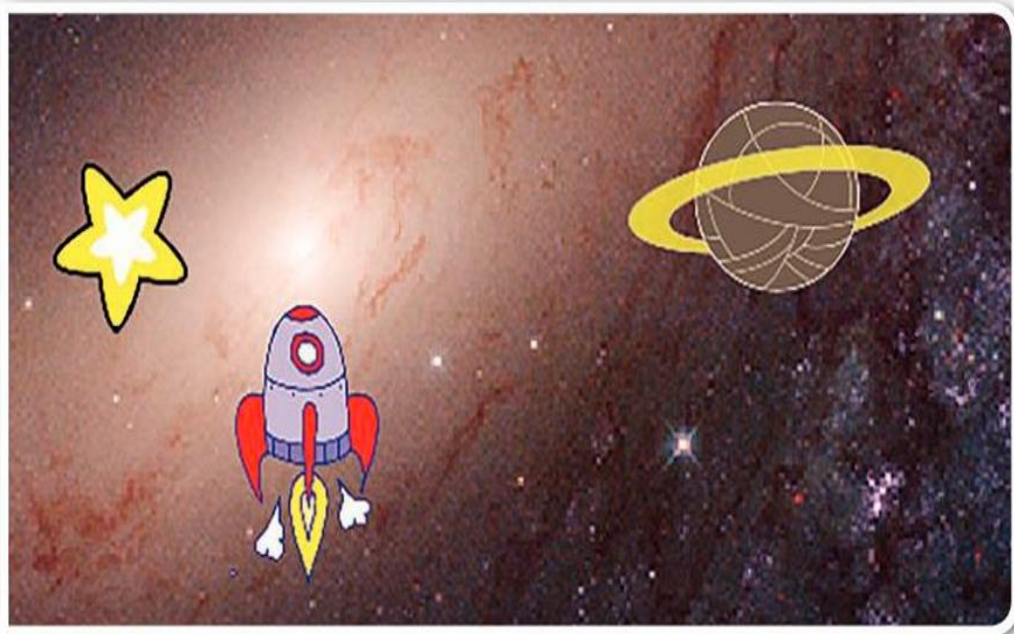


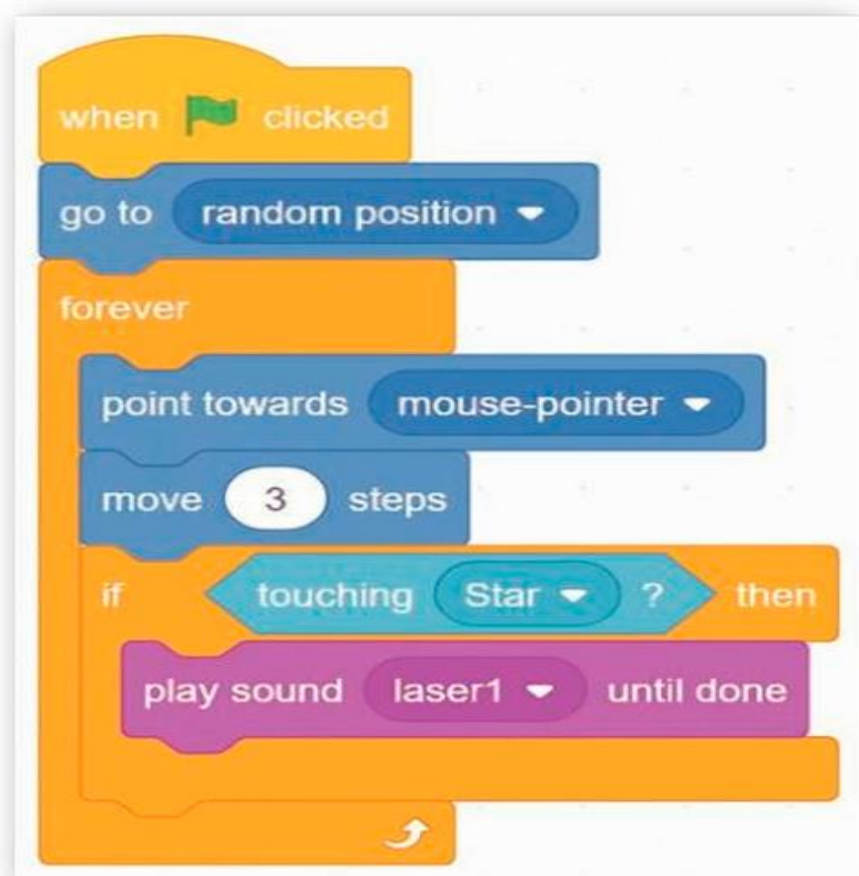
## Make a game in scratch.

### Game Requirement

- Set the backdrop galaxy.
- Choose 3 sprite (star, planet2 and rocketship) and increase/decrease size accordingly.
- Sprites (star, planet2) move randomly.
- Rocket hits the star and gives the sound.



## Codes for Sprite (Rocketship)



```
when green flag clicked
  go to random position
  forever loop
    point towards mouse-pointer
    move 3 steps
    if touching Star then
      play sound laser1 until done
```

The image shows a Scratch script for a Rocketship sprite. It begins with a yellow 'when green flag clicked' block. This is followed by a blue 'go to random position' block. Below that is an orange 'forever' loop block. Inside the loop, there are three blocks: a blue 'point towards mouse-pointer' block, a blue 'move 3 steps' block, and an orange 'if touching Star then' block. The 'if' block contains a purple 'play sound laser1 until done' block. The 'forever' loop block has a white arrow icon at the bottom right, indicating it repeats indefinitely.

### Code for the sprite (Planet2, Star)

```
when green flag clicked
  go to random position
  turn 15 degrees
  move 10 steps
  if on edge, bounce
```