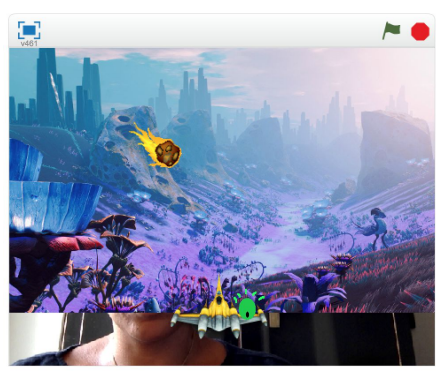


STARLINK

BATTLE FOR ATLAS™

CODING PROGRAM DISCOVERY

PROJECT CODE - ADVANCED VERSION



Scratch Project : <https://scratch.mit.edu/projects/240393260/>

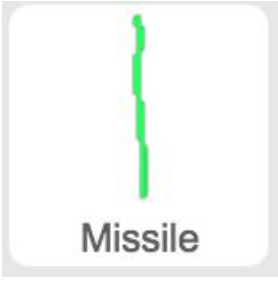
SHIP CODE



```
when clicked
  switch costume to Ship
  go to front
  turn video on
  set video transparency to 0%
  forever
    if touching color [light blue] ? then
      switch costume to Armed Ship
    if touching color [dark blue] ? then
      switch costume to Ship
    if touching color [red] ? then
      switch costume to Better Armed Ship
```


```
when space key pressed
  if costume # = 2 then
    broadcast Shoot
```

MISSILE CODE



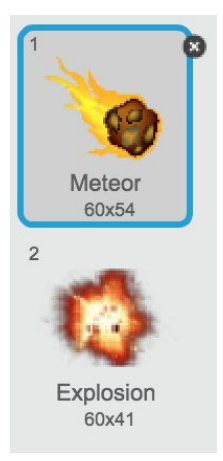
```
when space key pressed
  if costume # of Ship = 2 then
    show
    go to front
    wait 0.25 secs
    hide
```

BETTER MISSILE CODE



```
when space key pressed
if costume # of Ship = 3 then
  show
  go to front
  wait 0.25 secs
  hide
```

METEOR CODE



```
when flag clicked
forever
  go to x: -200 y: 70
  glide 1 secs to x: 200 y: 70
```

```
when flag clicked
set Score to 0
forever
  if touc. touching Missile ?
    switch costume to Explosion
    change Score by 1
    wait 0.5 secs
    switch costume to Meteor
  if touching Better Missile ? then
    switch costume to Explosion
    change Score by 2
    wait 0.5 secs
    switch costume to Meteor
```