Making a Scratch game that shoots or throws projectiles
**Shooting Sprite**

**Left-to-Right Moving Sprite**

1. **when** clicked  
   **go to x:** -209 **y:** -164

2. **when** clicked  
   **forever if** key **right arrow** pressed?  
   **change x by** -10

3. **when** clicked  
   **forever if** key **left arrow** pressed?  
   **change x by** 10

**Rotating Sprite**

1. **when** clicked  
   **forever if** key **left arrow** pressed?  
   **turn** 15 degrees

2. **when** clicked  
   **forever if** key **right arrow** pressed?  
   **turn** 15 degrees


**Target Sprite**

Simple gliding sprite

![Simple gliding sprite](image1)

```
when clicked
forever
  go to x: 260 y: 156
  glide 3 secs to x: -260 y: 156
```

Disappearing Gliding Sprite

(Note: Don’t use both. The code below is meant for a sprite that is hit by a projectile)

```
when I receive reset2
  show
  forever
    go to x: -260 y: 120
    glide 3 secs to x: 260 y: 120
    broadcast reset2
```
Projectile Sprite from... Left-to-Right Moving Sprite

Sprite can be anything

```
when clicked
hide

when up arrow key pressed
go to cannon1
point in direction 0
move 10 steps
show

repeat until touching edge? or touching target1?
play sound Laser1
move 20 steps
hide
```
**Projectile Sprite from...**

Rotating Sprite

- When clicked, hide.
- When up arrow key pressed:
  - Go to cannon2.
  - Point in direction of cannon2.
  - Move 10 steps.
  - Show.
- Repeat until touching edge? or touching target1?:
  - Move 20 steps.
  - Play sound Laser1?
- Hide.

Sprite can be anything.
Target Sprite

Gliding sprite that hides temporary when hit
Extra Credit

Doing this guarantees a better grade
Advanced Target Sprite

Sprite that changes costumes when it comes in contact with projectile sprite