

on start

start screen hearts effect +

set mySprite to sprite of kind Player

set mySprite position to x 72 y 108

move mySprite with buttons vx 100 vy 0 -

set mySprite stay in screen ON

on game update every 1000 ms

set astroid to projectile from side with vx 0 vy 50

set astroid x to pick random 0 to screen width

set astroid kind to Enemy

set statusbar to create status bar sprite width 20 height 4 kind EnemyHealth

set statusbar fill background +

attach statusbar to astroid +

set statusbar max to 50

on A button pressed

set projectile to projectile from mySprite with vx 0 vy -50

play sound pew pew

on sprite of kind Player overlaps otherSprite of kind Enemy

destroy otherSprite with fire effect for 500 ms -

camera shake by 4 pixels for 500 ms

change life by -1

on sprite of kind Enemy overlaps otherSprite of kind Projectile

destroy otherSprite +

change status bar kind EnemyHealth attached to sprite value by -20

change score by 1