

MICROBIT SPACE INVADER GAME WITH SOUNDS

Use the code below to turn the microbit into a space invader game.

CHALLENGES:

1. Add lives to the game. For example, you have to get hit three times before it is game over. Create another variable to keep track of the number of times hit and use and IF block to decide when it is game over.
2. Add levels to the game. For example, when score gets to 10, you go up a level and the game gets faster. Use IF blocks to change to a higher level if score is higher than your chosen number. Reduce the pause times to speed the game up.

