## 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.

```
on start
     SHIP ▼ to create sprite at x: 2
forever
     ENEMY ▼ to create sprite at x: pick random 0 to 4 y: 0
                                                                               SHOOT ▼ to create sprite at x:
 pause (ms) 100 ▼
      ENEMY ▼ turn right ▼ by (°) 90
                                                                                           change y ▼ by
                                                                                   SHOOT ▼
 repeat 4 times
                                                                              pause (ms) 150 ▼
         ENEMY ▼ change y ▼ by 1
                                                                              if is SHOOT ▼ touching ENEMY ▼
    pause (ms) 500 ▼
                                                                               change score by 1
                                                                               delete ENEMY •
       is ENEMY
                   touching SHIP
                                                                               delete
                                                                                       SH001
 \oplus
                                                                                                touching edge ther
       is ENEMY ▼
                  touching edge ther
  delete ENEMY ▼
                                                                              ①
 \odot
```