

Side scroller code

The image displays two sections of Scratch code for a side scroller game.

Top Section:

- on start:**
 - scroll background with vx -50 vy 0
 - set background image to [background image]
 - set Hero to sprite [hero] of kind Player
 - move Hero with buttons vx 150 vy 150
 - scroll background with vx -50 vy 0
 - start countdown 15 (s)
 - animate Hero
 - frames [hero]
 - interval (ms) 100
 - loop ON
- forever loop:**
 - set Star to projectile [star] from side with vx -90 vy 0
 - set Star y to pick random 15 to 115
 - animate Star
 - frames [star]
 - interval (ms) 100
 - loop ON
 - pause 1000 ms
- on sprite of kind Player overlaps otherSprite of kind Projectile:**
 - destroy otherSprite with spray effect for 100 ms
 - change score by 1

Bottom Section:

- forever loop:**
 - set Plane to projectile [plane] from side with vx pick random -100 to -20 vy 0
 - set Plane y to pick random 15 to 115
 - animate Plane
 - frames [plane]
 - interval (ms) 100
 - loop ON
 - set Plane kind to Enemy
 - pause 2100 ms
- on sprite of kind Player overlaps otherSprite of kind Enemy:**
 - destroy otherSprite with halo effect for 100 ms
 - change life by -1
- on countdown end:**
 - game over WIN