

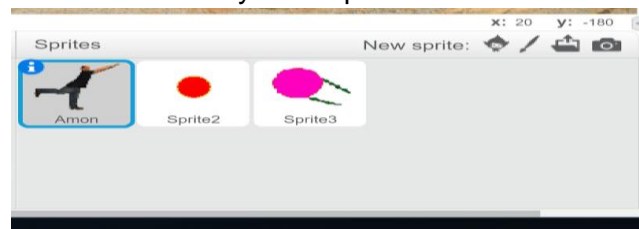
Amon's Zombie Apocalypse

The zombie apocalypse has come! It is up to Amon to fight off the zombies for as long as he can...



Will Amon defeat the zombies or will he become zombie food?

The first thing we need to do is to either create or select three sprites using either the sprite library or the paintbrush.



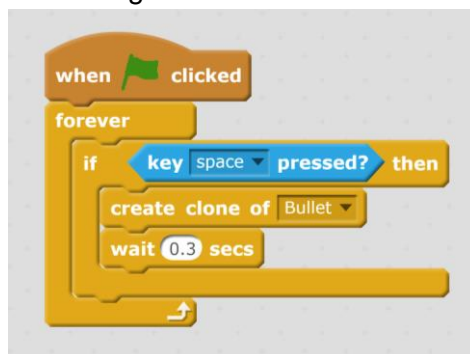
We need a character, a bullet and a zombie.

First we're going to focus on Amon (or another sprite you may have selected or painted!). First things first we're going to make him move!



Here's the first bit of code to make him move forward and to the right!

Now that you have the code to make the sprite go forwards and to the right how would you make them go to the left and backwards?

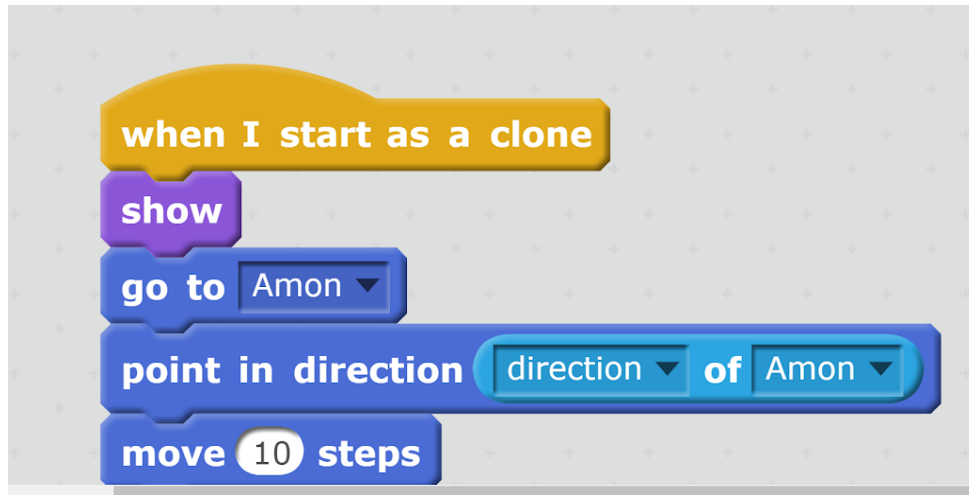


Now we need to find out how to fire a bullet so the sprite can protect itself!

Copy the code above into the player sprite and see what it does. Does it do what you expect? Why/why not?

In the code above we've created a bullet clone (copy!) everytime space is pressed but we need to say what happens to the bullet when we make a clone of it!

To do this we need to use the “When I start as a clone” block!



We need the bullet to keep move until it reaches the edge of the screen (don't worry about the zombies for now we'll get to them).

Your job is to have the bullet keep moving until it reaches the edge of the screen. Once it reaches the edge of the screen we have to delete the code.

Next we need the zombie code.



Once a clone is created we need to get it to move towards Amon



This will have the zombies move towards Amon.

Final Tasks:

- Create a score variable and have it increase every time Amon kills a zombie.
- Have a game over screen where if the Zombies reach Amon he gets eaten.