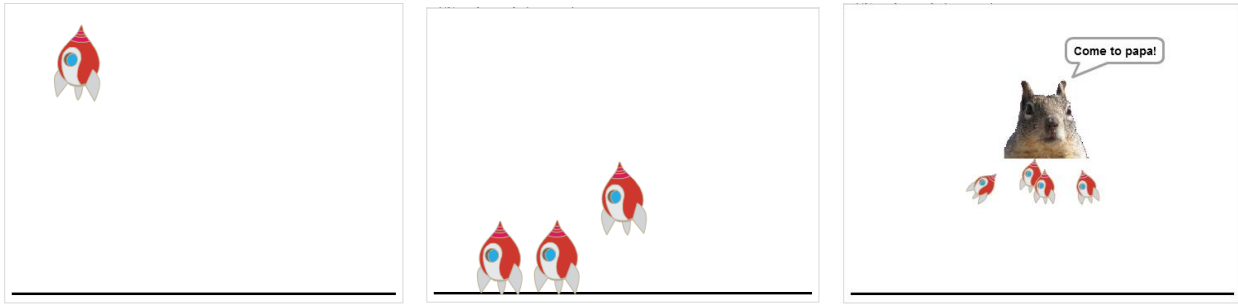


Scratch rockets

Due Thursday 1/20 (6th period), Friday 1/21 (7th period)

Your job is to make a series of rockets (or other interesting sprites) land in series, then all head to the same point together. Here are pictures of mine in progress:



The first picture shows the first rocket landing. The second picture shows the second one already landed, and the third nearly landed. The last picture shows all four rockets moving at the same time to the squirrel.

When you are done:

- Even though my example does not do this, please set an interesting background.
- Four rockets (or other objects) land, one at a time. Each waits to start coming down until the previous one has landed.
- A fifth sprite appears, says something funny, and then all four rockets head toward it, getting smaller as they do. When they reach it they disappear.
- Press the green flag and everything resets and starts over.

I used broadcast events to control the flow but you can make this happen with wait commands and no doubt other systems of organization. (When the first rocket landed it broadcast a message that the second rocket was waiting for, and so on.) It's up to you.

Extra optional ideas:

- Add animated flames to the rockets.
- Make or import your own rocket.
- Make the sprites say things as they are landing/waiting that is funny (while still being school appropriate.)

Call me over to check you off when you are done. Also please turn in a share link.