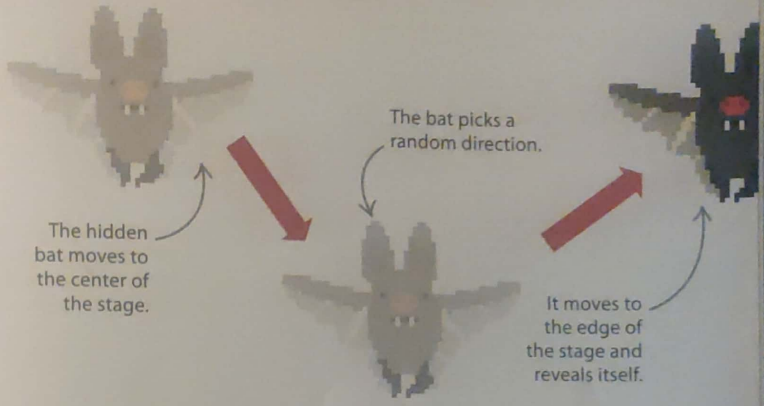


How does it work?

The three blue Motion blocks at the start of the bat clone's code move the clone to a random point at the edge of the stage. The hidden clone first moves to the center and picks a random direction. Then it moves 300 steps in that direction. This way, bat clones will attack from any direction with equal chance. The witch doesn't touch the bat when it flies to the center, because you can't see the hidden sprite.



13 It's a good idea to remove all the bats whenever the witch loses a life. This gives her a chance to recover before the next wave of attackers. Add this code to the bat to do the job. When the message "Lose a life" is received, every clone runs the code and all the bats disappear.

```

when I receive Lose a life
  delete this clone
  
```

14 Run the project to see if it works. A bat should appear after a few seconds and will move toward the witch. Soon more will appear. The witch should be able to use her fireballs to destroy them. All the bats will disappear when one finally reaches the witch.



15 You might notice that the bats aren't flapping anymore. To fix this, adjust the code below so that it runs for each clone instead of just the original sprite.

```

when I start as a clone
  when clicked
    forever
      next costume
      wait 0.1 seconds
  
```

Remove this block.

Add this block to the start of the code.

Adding explosions

What happens when the witch loses a life? You'll need to make the witch go out of sight by creating some fireworks, changing the sound, and updating the "Lives" variable to show how many lives



you'll make the witch to make her react to losing a life. If she still has lives left, she will disappear for two seconds before returning to battle. If she's out of lives, then it's game over. Add a new message, "GameOver", which you'll need later in the project. Now try the game again. The witch should lose lives and stop completely when the "Lives" variable has a value of 0.

```

when I receive Lose a life
  hide
  start sound Scream1
  change Lives by -1
  if Lives > 0 then
    wait 2 seconds
    show
  else
    broadcast GameOver and wait
    wait 1 seconds
    stop all
  
```

This makes the witch reappear after a pause if she has any lives left.

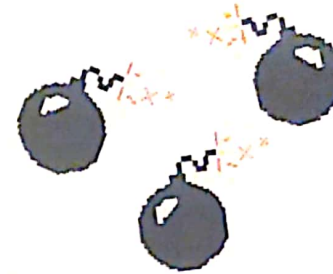
The "GameOver" message will trigger a sign that you'll create later.

- 17 To create fireworks you need a new sprite. Load another Ball sprite from the sprites library instead of copying the Fireball sprite. Rename this new sprite "Explosion" and then click on the Costumes tab. Select the second costume so that the ball turns blue.



Select the second costume for the Ball sprite.

18 Now add these two code blocks to the Explosion sprite. The first bit of code creates 72 tiny, hidden blue ball clones, all pointing in different directions. The second bit of code makes them fly out in a circle from the witch's location. Read the code blocks carefully and try to figure out what triggers the explosion.



```

when clicked
  hide
  set size to 5%
  repeat 72
    turn 5 degrees
    create clone of myself
  
```

This makes each clone point in a different direction.

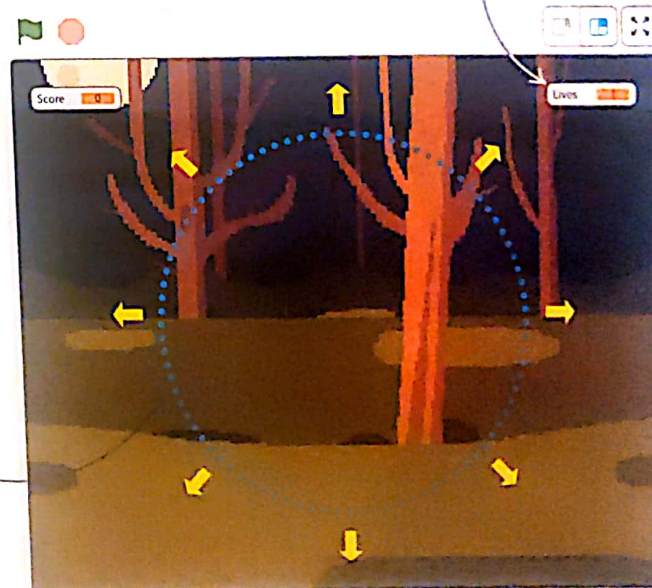
```

when I receive Lose a life
  go to Witch
  show
  repeat until touching edge?
    move 10 steps
  hide
  
```

The Explosion clones move outward, disappearing at the edge of the stage.

Move the Lives tab to the top right of the window.

19 When the Explosion sprite receives the message "Lose a life", all the blue ball clones appear at the witch's location and explode out to the edge of the stage before hiding once again. Run the game and let a bat reach the witch to check how it works.



When a bat touches the witch, she explodes into a circle of blue balls.