# 8.3 Avoid the Aliens

# **Intro**

While Mike's collecting candies, the aliens showed up and attacked the tribe of the aborigines. Mike now needs to avoid the UFO and flies Mike No.1 to the tribe.

#### **Task**

1. Enable Mike control the moving of Mike No.1 via video.

# **Start Learning**

# 1. Video Interaction

Block	Explanation	Example
video direction ▼ on this sprite ▼	When the direction of	video direction on this sprite > 0
	the sprite in the video is	video di cadon i on dio sprice i jo
	Up and Right, then	
	positive value; Down	
	and Left, negative.	

### 2. Mike No.1 Moves According to the Direction in the Video

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Sprite	Animation Scene	Scratch Script		
Mike	The spaceship will move to the starting	Event: When the Green		
No.1	point and appear on the stage when the	Flag is Clicked		
	green flag is clicked;	Looks: Show		
	Turn on the video, set the transparency	Motion: Coordinate		
	at 50;	Sensing: Turn video on,		
	When the motion direction value is $> 0$ ,	Set transparency, Video		
	change x by 3;	direction on the sprite		
	When the motion direction value is < 0,	Operator: >, <		
	change x by -3	Control: Ifthen,		
	Repeat;	Repeat		
	My plan	My script		

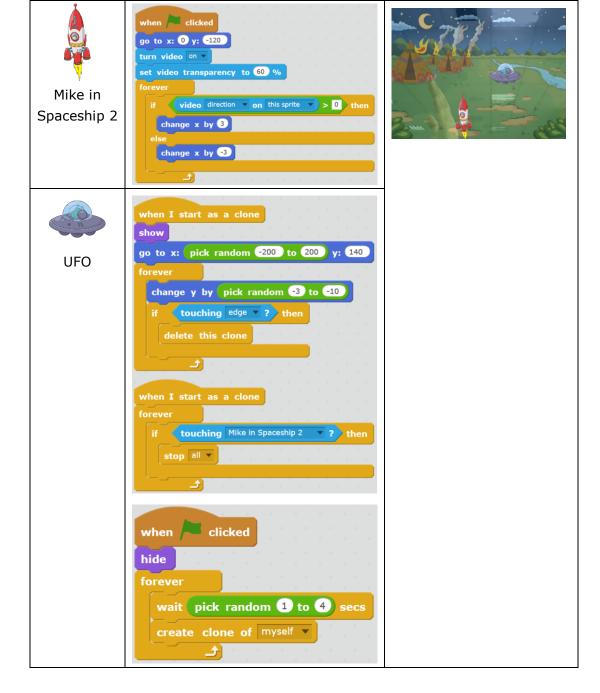
#### ☆ Explore

Create a script according to the designed animation scene.

# **Achieve**

Import backdrop "attack.png", and sprite "UFO.png", "Mike in Spaceship 2.png".

Sprite	Program	Fffect
Sprice	rrogram	Lirect



# **Tips**

Edges refer to the 4 sides of the stage. If the UFO touches the top edge, it will hide directly instead of moving downwards. Thus we should not put the aliens close to the top edge at the beginning of the script.

#### **Homework**

- 1. Increase the frequency of the UFO.
- 2. Try other script (effect) for scene of the Spaceship bumping into the UFO.

#### What You've Learnt?