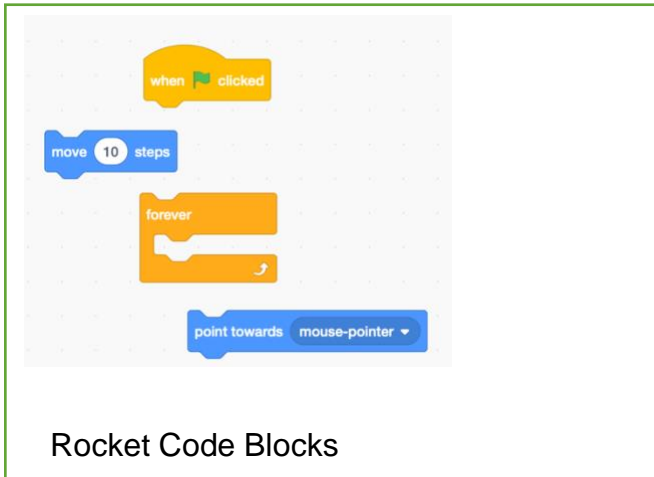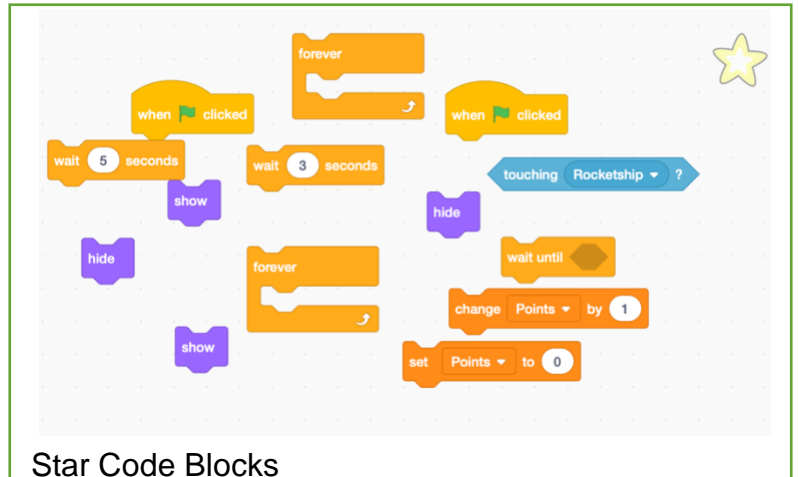# Rocket Game Coding

Task: Code the rocket to collect points when it passes the stars.

Rocket Code Blocks

Star Code Blocks

Drag these blocks into Scratch and order them in a sequence so the rocket will score points when it goes into the stars.

Add a space background, rocket and star sprite. Add in a 'Points' variable to count the number of stars you have collected.
Code your rocket so that it follows the mouse around the screen.

HINT

Code your star. You will need to get it to show and hide. You will also need the stars to hide once you go over them and change your 'Points' variable.

Duplicate your star sprite and its code by right-clicking on the sprite in the right-hand box.

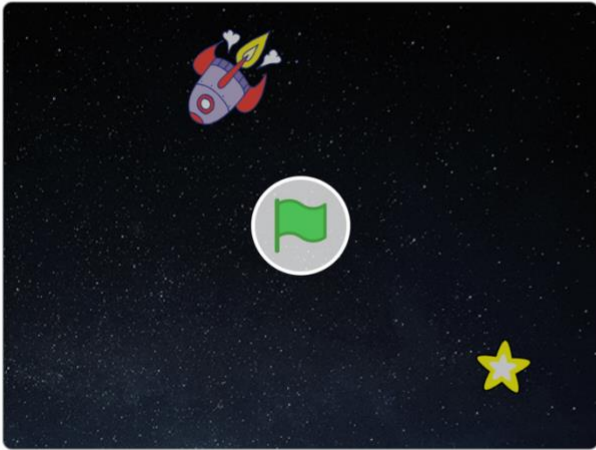Remember to change the show and hide times on each star to make them easier or more challenging.

HINT
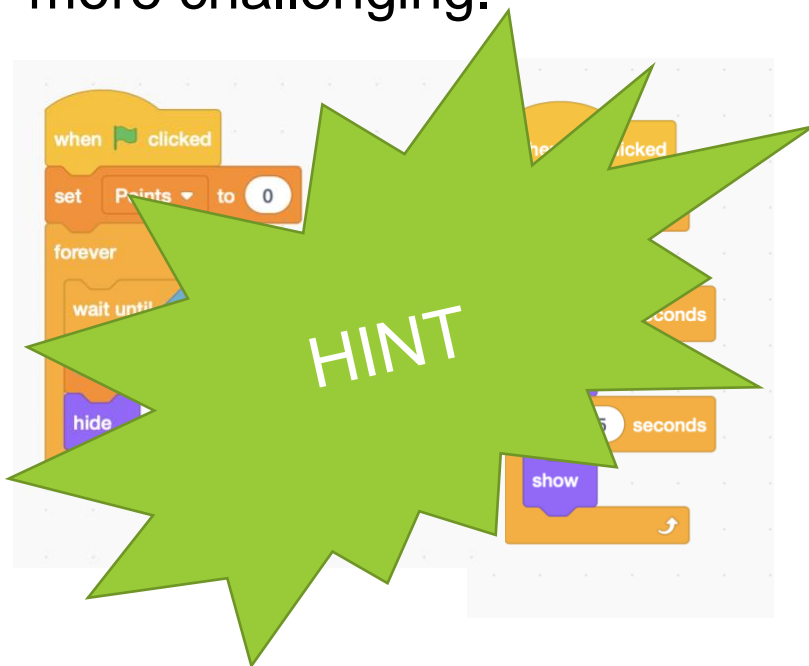
Answer:

Click here to have a go at ours and see how we did it.