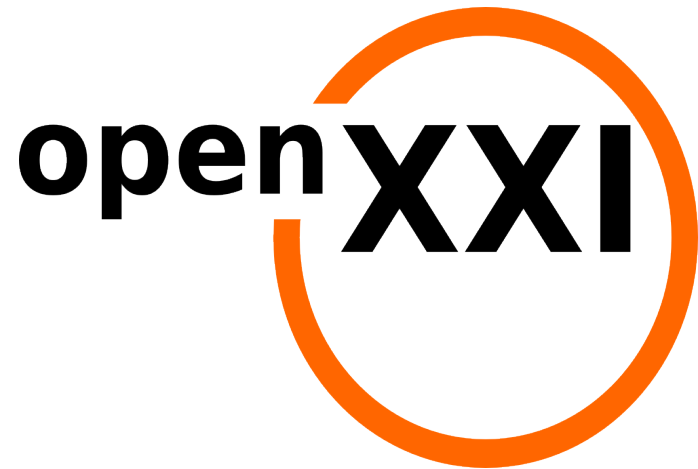


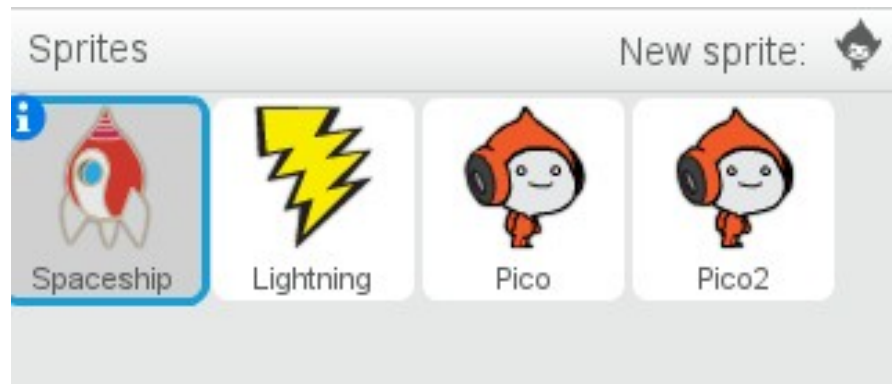
Marcianos



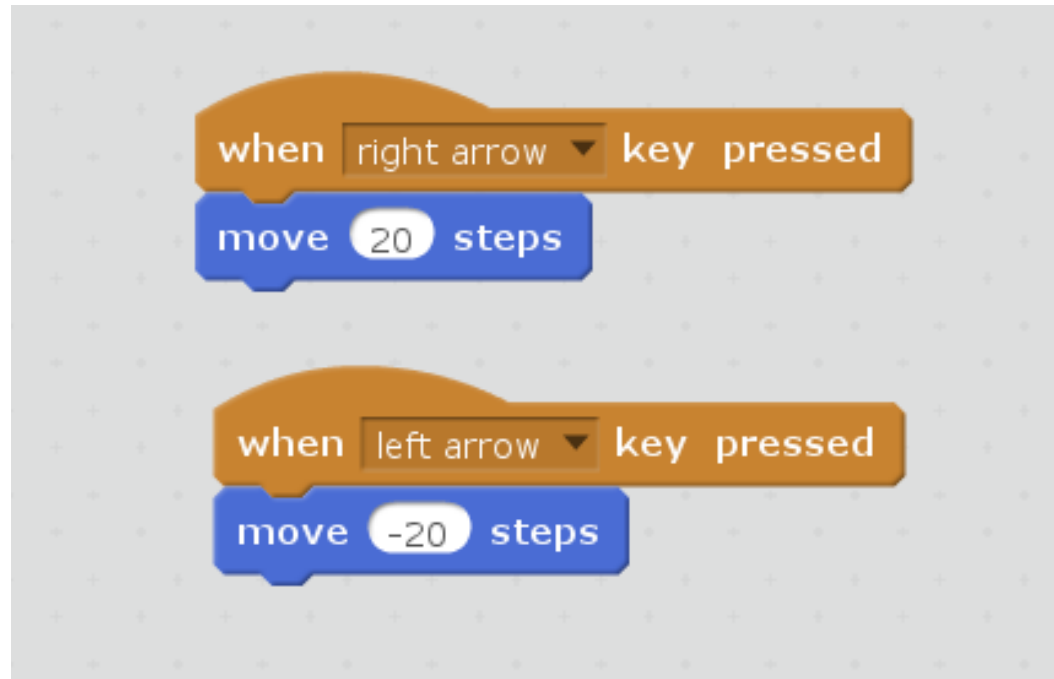
Creamos las imágenes del juego

- Usamos imágenes del programa
- Descargamos
- Creamos nuestras imágenes

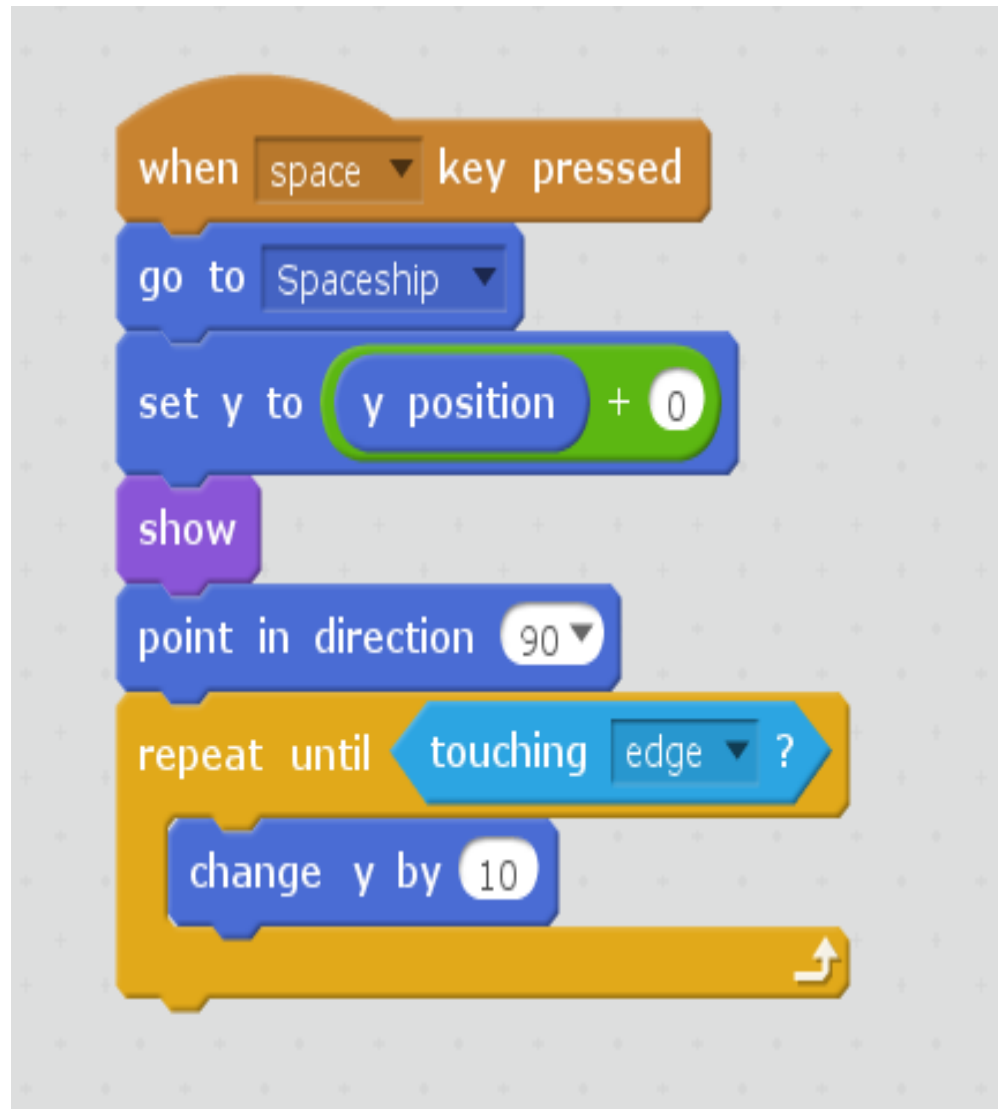
Necesitamos: Una nave, un disparo y marcianos



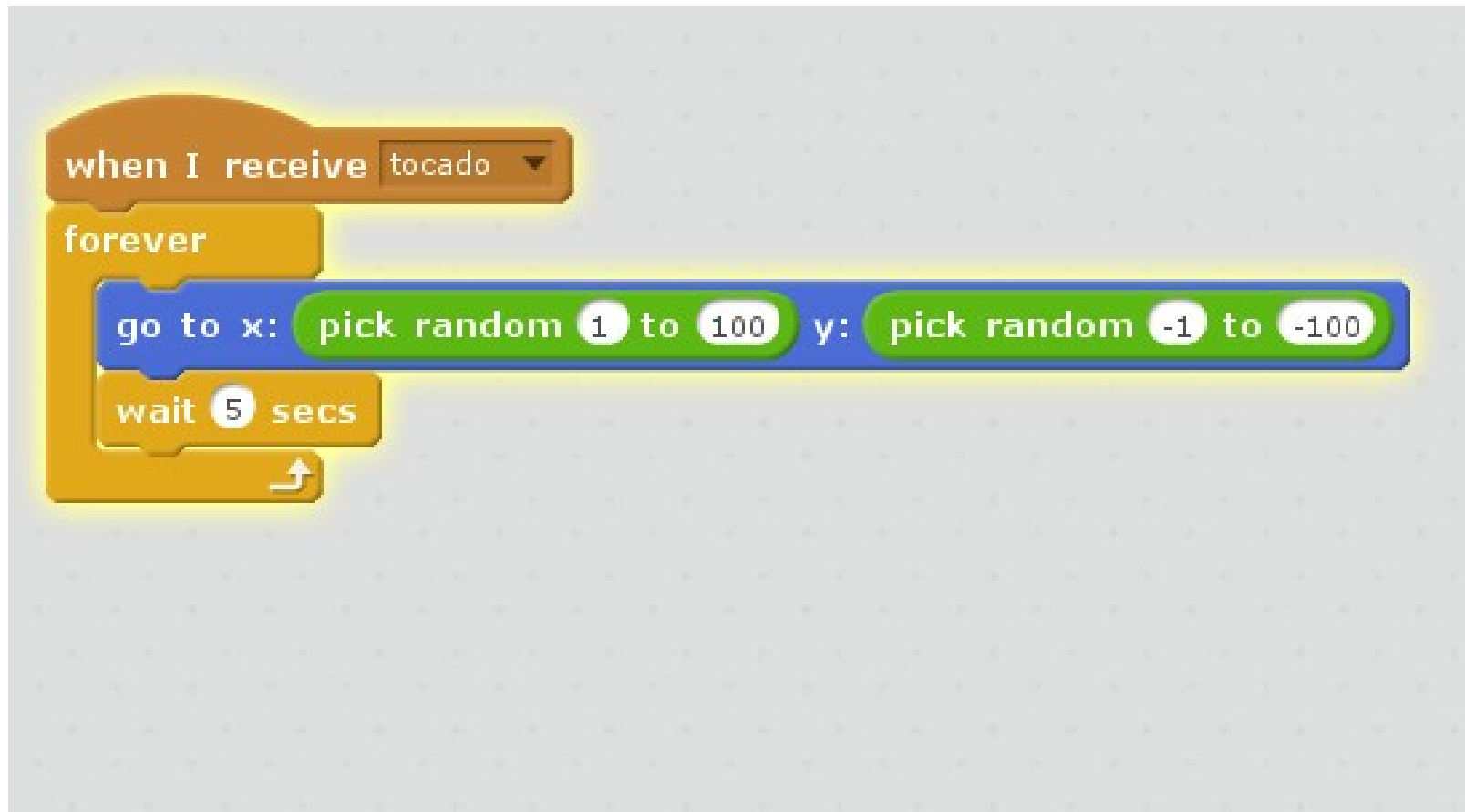
Damos movimiento a nuestra protagonista



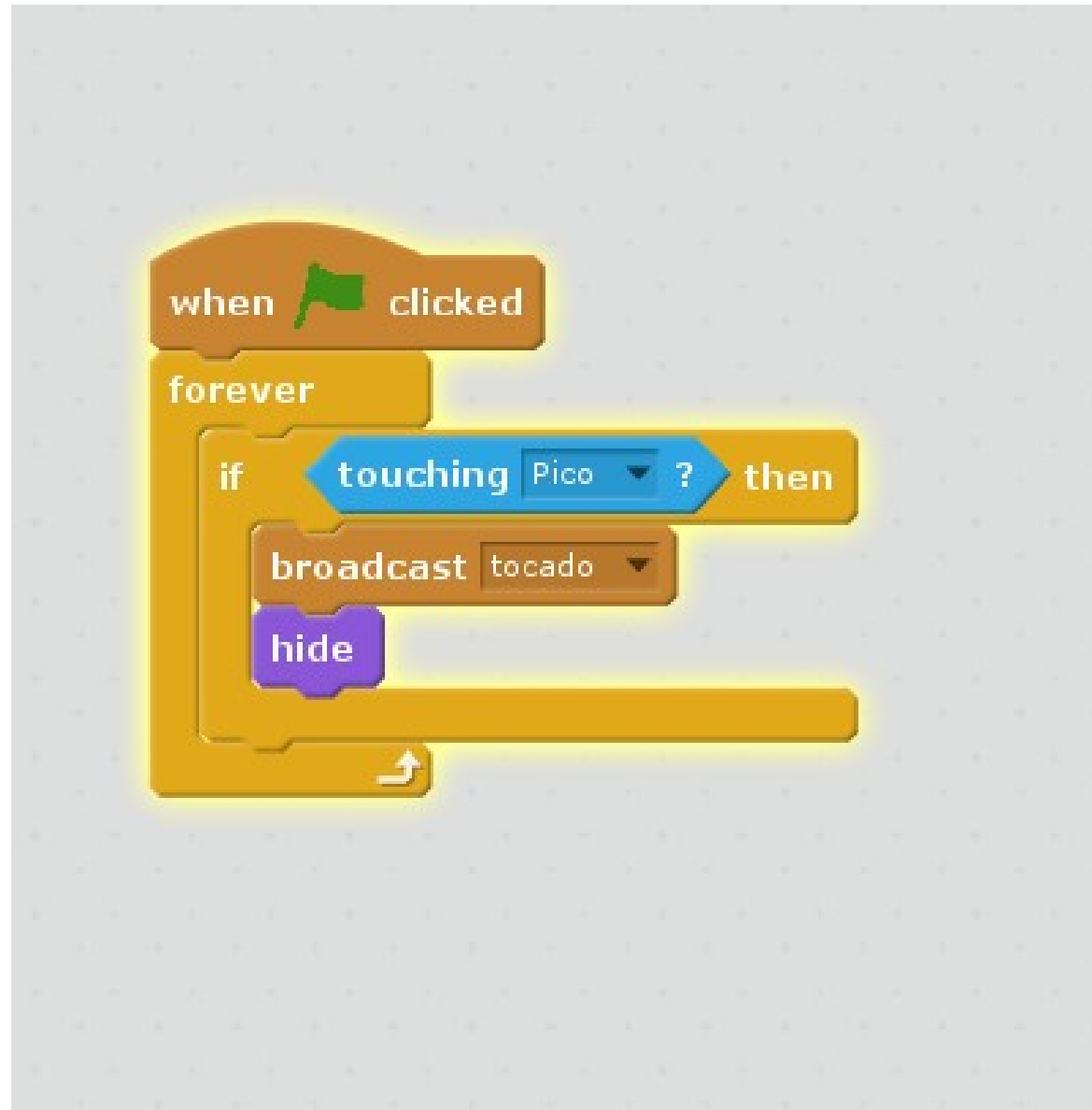
Nuestro disparo



Ahora a por el marciano



Si acertamos al marciano



Retos

- Cambiar el fondo
- Hacer un marcador y que cuente cuando acertamos
- Que nuestra nave diga si hemos acertado


```
when clicked
  forever
    if touching Pico ? then
      broadcast tocado
      hide
      set Puntos to Puntos + 1
```

The image shows a Scratch script on a grey grid background. The script starts with a brown 'when clicked' block with a green flag icon. Below it is a yellow 'forever' loop block. Inside the loop is a blue 'if touching Pico ? then' block. The 'if' block contains four sub-blocks: a brown 'broadcast tocado' block, a purple 'hide' block, and an orange 'set Puntos to Puntos + 1' block. The 'set' block has a green circle around the '+ 1' value. A white arrow icon is at the bottom of the 'forever' loop block.

when I receive

say for secs