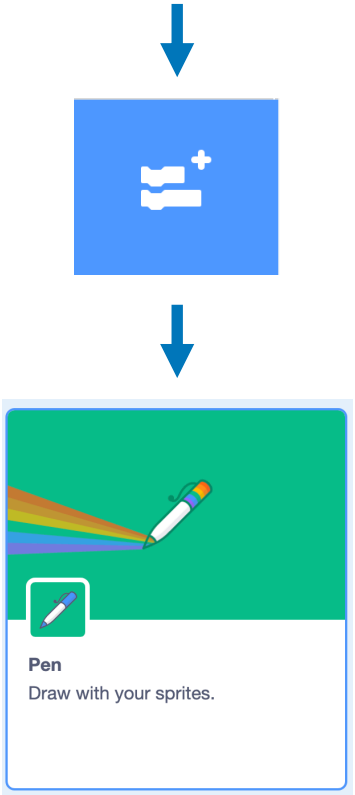
Adding pen pathways behind your probe

To add the pen commands, click on:



← Change the pen colour

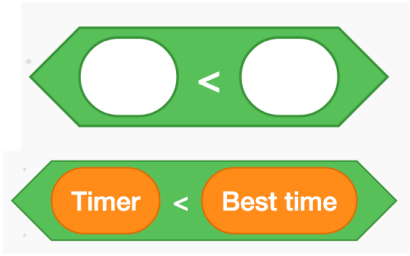
← Put the pen down (start drawing)

← Lift the pen up (stop drawing)

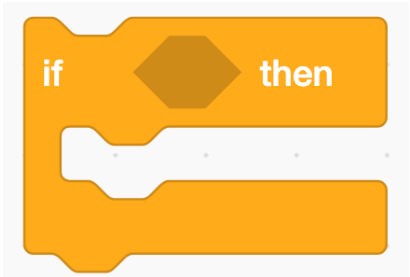
← Erase all of the lines

Think carefully about where in your code you want to add your pen code.

Adding a ‘best score’ variable

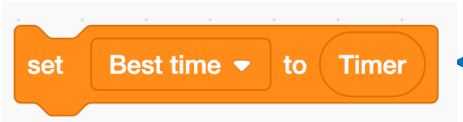


Checks to see whether one value or variable is less than another

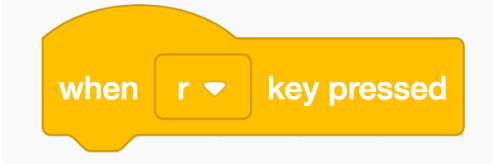


Checking to see if something is true

Lift the pen up (stop drawing)



Setting a variable to the current value of another variable

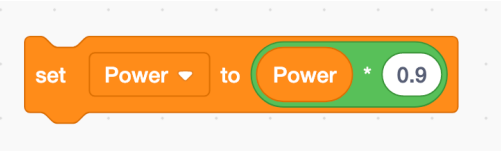


Performing an action when a key is pressed

To create a new variable, click onto the ‘Variables’ commands, then ‘Add new variable’

How will you reset the ‘best time’? If you do it every time the green flag is pressed, it won’t record the best time over more than one game and will be useless!

Changing the speed of the probe, and crashing it if it's going too fast when it touches the planet.



Reduces the power to 90% of its current level. Used **repeatedly in a loop**, this will slow the probe down until it eventually stops.

Think carefully about where these code snippets might be added, and what they might replace in your existing code.

If the Power is less than 10 when the probe touches the planet, broadcast the 'next level' message.

If Power is equal to, or greater than, 10, then broadcast the explosion message.

This will make the game more challenging to play, as the player will no longer know that they can use any Power as long as the angle is correct!