Gun

```
when 🏳 clicked

point in direction (0)

switch costume to (Gun21 ▽)

forever
    if < key (left arrow ▽) pressed? > then
        turn ↺ (15) degrees

    if < key (right arrow ▽) pressed? > then
        turn ↻ (15) degrees

    if < key (a ▽) pressed? > then
        change x by (-10)

    if < key (e ▽) pressed? > then
        change x by (10)

    if < (bombs) > (0) > then
        if < key (space ▽) pressed? > then
            wait (0.2) seconds
            create clone of (myself ▽)
            change (bombs ▽) by (-1)

    if < touching (Gun12 ▽) ? > then
        change (life ▽) by (-1)
```

```
when I start as a clone

switch costume to (Gun22 ▽)

repeat until < < touching (edge ▽) ? > or < touching (airplane ▽) ? > >
    move (20) steps

delete this clone
```
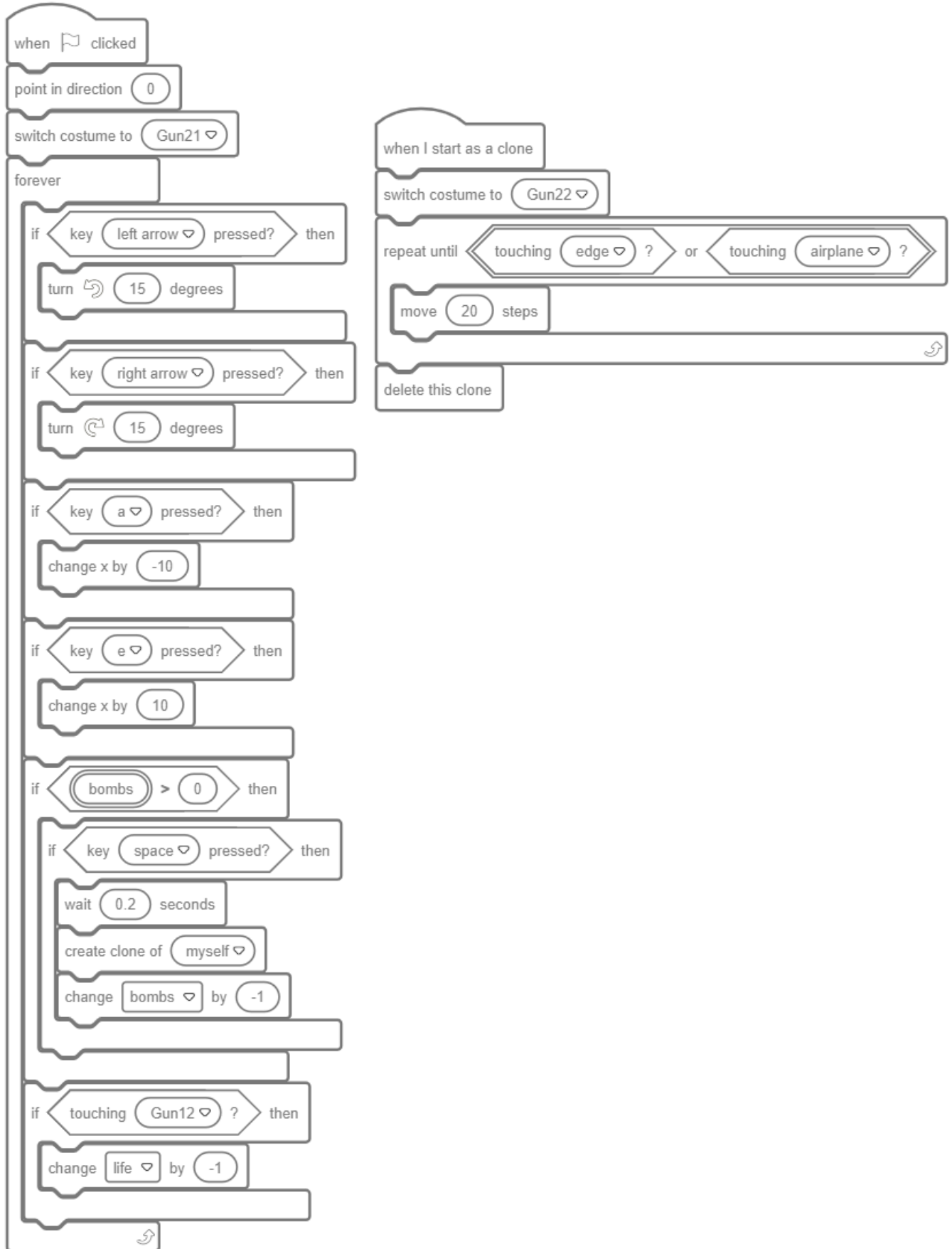
Airplane

```
when [flag] clicked
hide
forever
    wait (pick random (1) to (5)) seconds
    create clone of (airplane ▽)
```
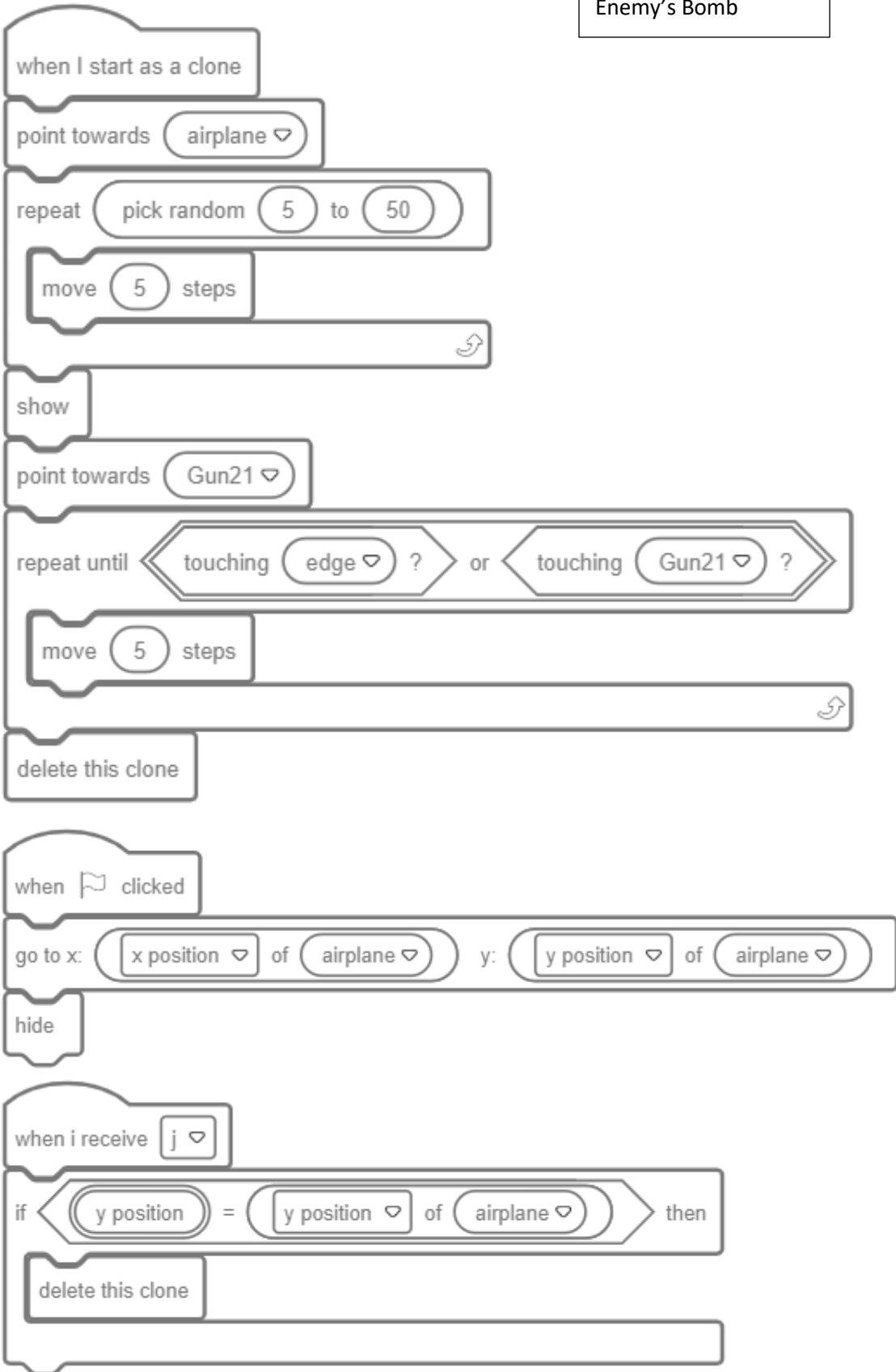
```
when I start as a clone
show
forever
    create clone of (Gun12 ▽)
    repeat until < touching (edge ▽) ? > or < touching (Gun21 ▽) ? >
        move (5) steps
    if < touching (Gun21 ▽) ? > then
        broadcast (j ▽)
        change (score ▽) by (1)
        start sound (pop ▽)
        switch costume to (explosion ▽)
        wait (0.4) seconds
    delete this clone
```

Enemy's Bomb

```
when I start as a clone

point towards (airplane ▽)

repeat (pick random (5) to (50))
    move (5) steps

show

point towards (Gun21 ▽)

repeat until < touching (edge ▽) ? > or < touching (Gun21 ▽) ? >
    move (5) steps

delete this clone
```

```
when 🏳 clicked

go to x: (x position ▽ of (airplane ▽))  y: (y position ▽ of (airplane ▽))

hide
```

```
when i receive (j ▽)

if < (y position) = (y position ▽ of (airplane ▽)) > then
    delete this clone
```

Result

```
when [flag] clicked
hide
set life to 5
set bombs to 20
set score to 0
forever
    if < life = 0 > then
        switch costume to costume1
        show
        stop all
    if < score = 5 > then
        show
        switch costume to costume2
        stop all
```