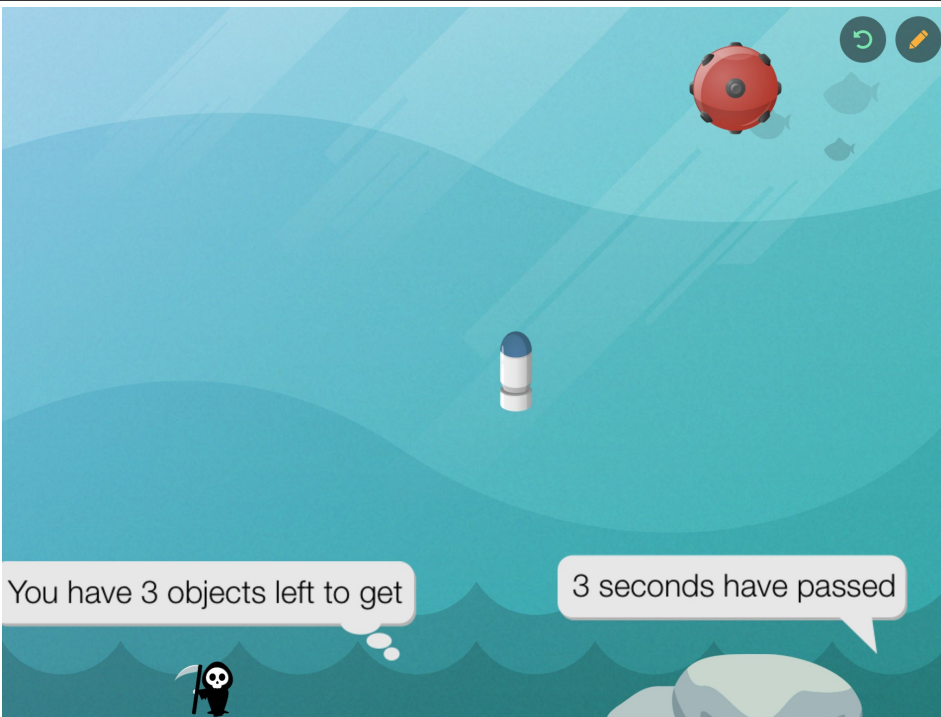


What objects do you need to make?

Missile, Water Mine, Death Character, Rock



What would you change to make the games even better?

Decompose Mine Hunter Game

What do you need to make the missile do?

Point towards direction tilted to

Move towards direction tilted

If touch water bomb go back to centre

What do you need to make the water mine do?

Go to a random place for a period of time (3-6 seconds)

Say game over when all the objects are caught (reach 0)

What do you need to make the death character do?

Say how many objects are left

What do you need to make the rock do?

Say how many seconds are passed

What variables do you need to make? (What changes?)

Seconds, objects

What do the variables need to do?

Seconds need to start at zero and count up

Objects needs to start at 3 and count down every time a missile hits a water bomb. When objects = 0 it needs to end the game

In which sprites could you put the variables code?

Seconds in rock Objects in water mine or missile or both