

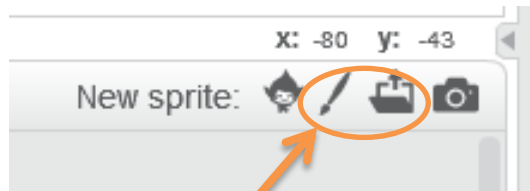
Step by Step Scratch Tutorial – Space Shmup Game Part 2 - Boss Battle

Add a Boss Battle with health and a death animation to your Space Shmup game
Programming difficulty: medium

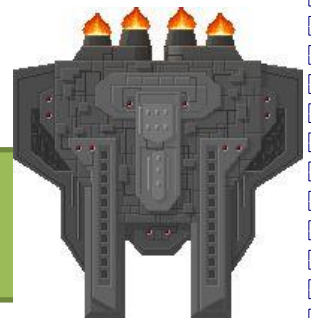


First: Create a boss enemy sprite with the draw tools, or upload a sprite created from Piskel

1

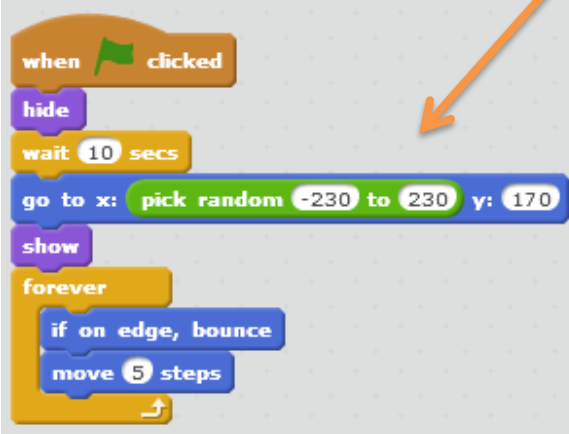


Click the draw sprite button (or click import from file if you already made a custom boss sprite in piskel)



2

To make your boss ship appear 10 seconds after you start your game, and then bounce around the screen, add this code to the scripts tab of your sprite:

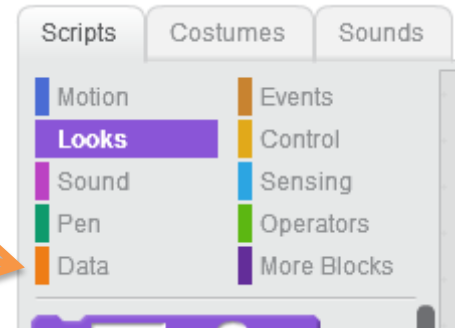


If you want your boss to move a different way instead of bouncing, think about it, and then code it.

Next: Make your Boss hard to kill by adding health

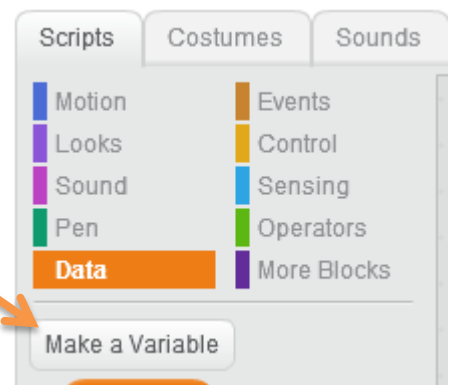
3

Add health to your boss by creating a variable. Click on Data.



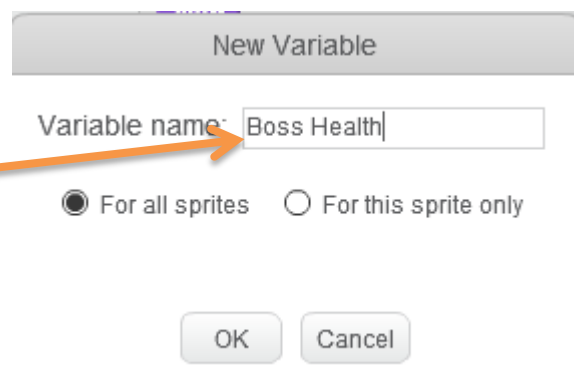
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Then click:
Make a Variable



5

Call your variable
Boss Health



6

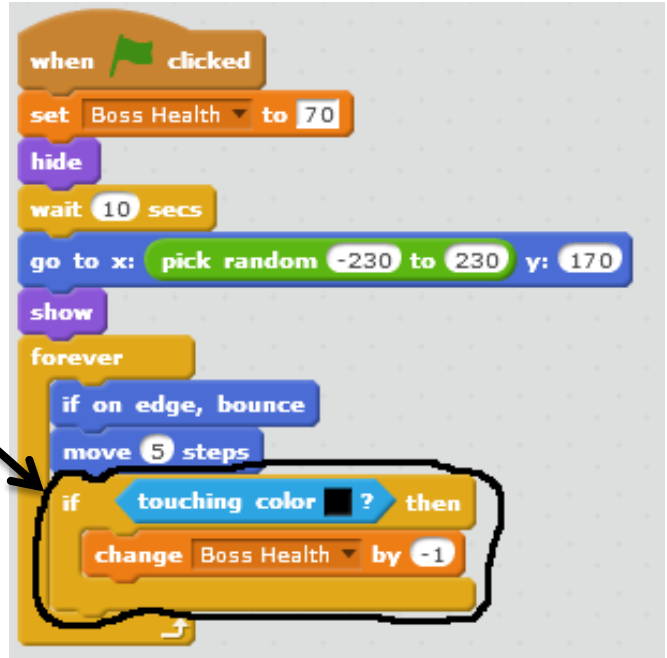
Finally, add the "set variable to number" block to the top of your code for your boss sprite and set your bosses health to 70



Next: Make your boss have health

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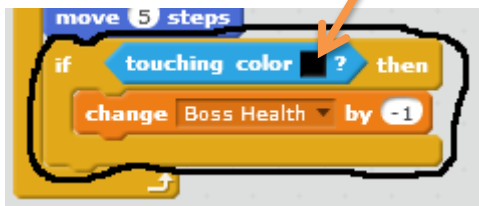
To make your bosses health decrease if it gets hit, add this code



```
when green flag clicked
  set Boss Health to 70
  hide
  wait 10 secs
  go to x: pick random -230 to 230 y: 170
  show
  forever loop
    if on edge, bounce
    move 5 steps
    if touching color [black] then
      change Boss Health by -1
```

8

Make sure you change the touching color to the same color as your bullets/lasers that your ship fires



```
if touching color [black] then
  change Boss Health by -1
```

9

To make your boss ship send a "You Win" message if its health reaches zero add this code:



```
when green flag clicked
  set Boss Health to 70
  hide
  wait 10 secs
  go to x: pick random -230 to 230 y: 170
  show
  forever loop
    if on edge, bounce
    move 5 steps
    if touching color [black] then
      change color effect by 25
      change Boss Health by -1
    if Boss Health = 0 then
      broadcast You Win
      wait 1 secs
      play sound FF7 Victory
      stop this script
```

Next: Make your boss dangerous, and make it look like it explodes when it dies

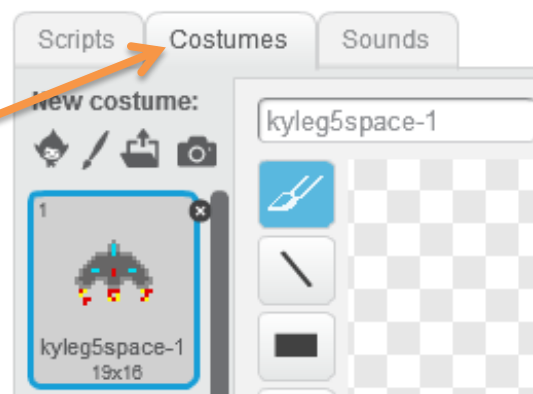
9

Make a brand new script for your Boss Sprite. Add this code to make you die if you touch the boss.



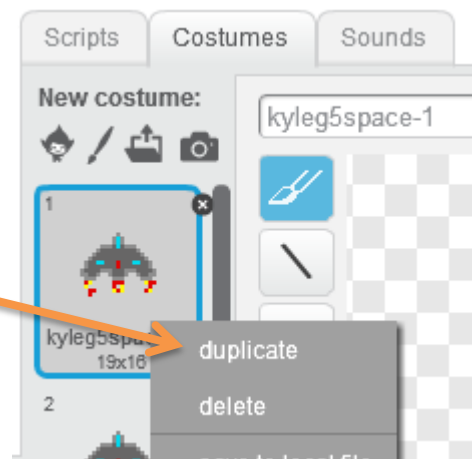
10

Make your boss look like its exploding by creating more costumes. Click Costumes,



11

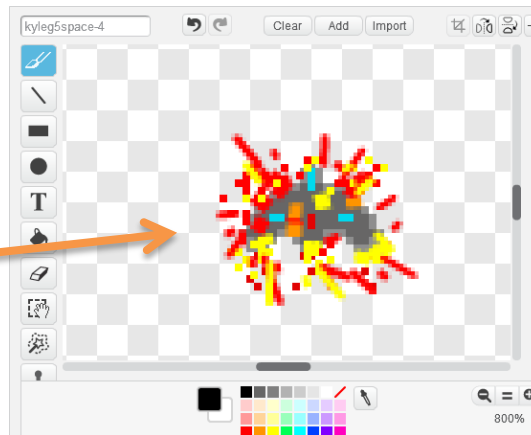
Right click on your Boss Ship Costume1 and click "duplicate"



Next: Make your Boss exploding costumes

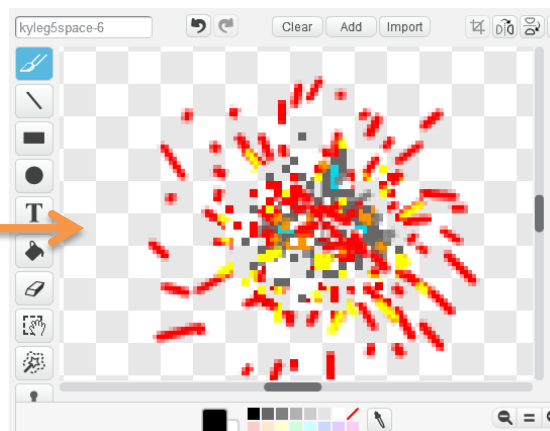
12

For costume2 draw your boss sprite look like its exploding apart



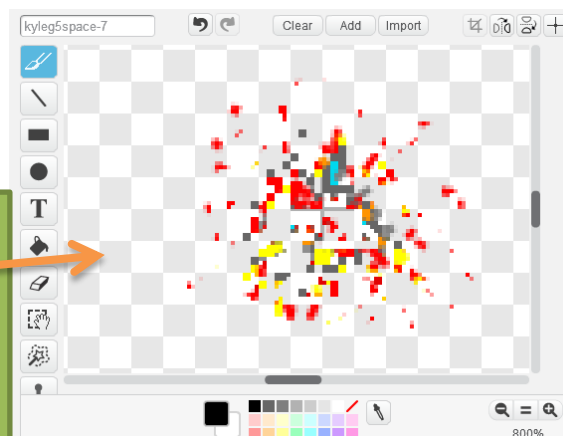
13

And then again, a bit more



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And finally, a bit more.
Add as many exploding costume frames as you want to make your ship explosion animation fluid.

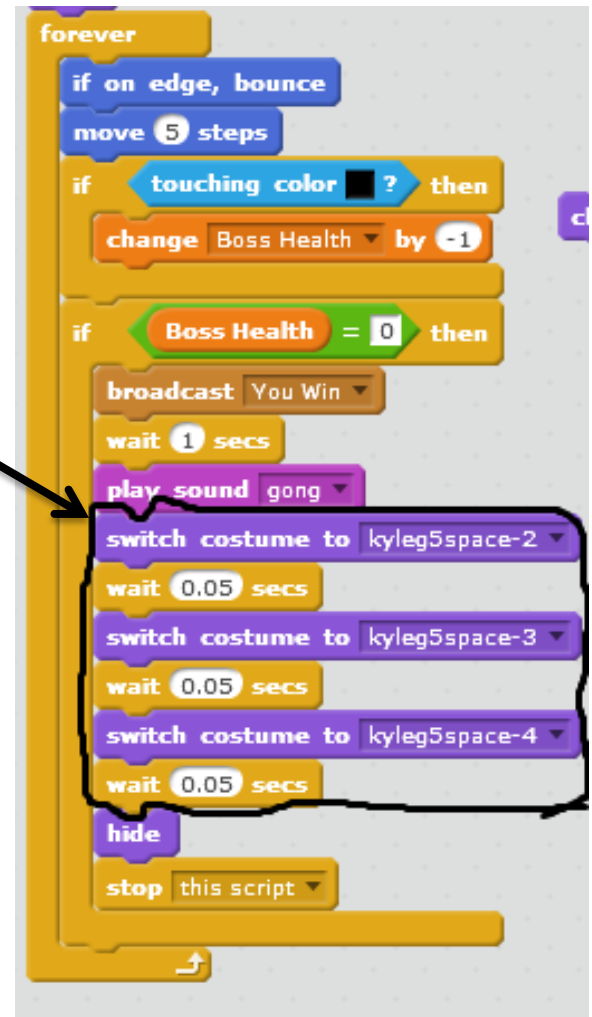


Next: Animate your boss ship to explode

15

Add this code to the boss health script and make your boss play its explosion animation when its health reaches Zero

(Make sure you switch costumes to costume2, costume3, and costume4, and any other ones you created)



16

Test your code and de-bug any errors. After that you should have a working game!

Ideas for finishing touches or extras:

Here are some extra ideas to make your game even better!

- A story
- Extra levels and bosses to fight
- A health bar for bosses
- Different backgrounds, more music,
- Weapon upgrades!

There are endless things you can add to a game to make it awesome, but the most important part is.... Have Fun!!!