

How to create flying/falling objects (in Scratch)

In this tutorial we will get a spaceship to fall from the top to the bottom of the screen.



Add the following code to your sprite (e.g. Spaceship):

This will place the sprite (e.g. Spaceship) above the screen.

This will randomly place the sprite from left to right.

This will make the sprite fall from the top to the bottom of the screen in 5 seconds.

This will wait for a few seconds before getting a new spaceship falling from the top (as it is using a forever loop).

To understand this script you need to understand how x and y coordinates work in Scratch.

When using scratch the “playing area” is based on the following grid:

- The centre of the grid is (x=0, y=0)
- The bottom left corner is (x=-240, y=-180)
- The top right corner is (x=240, y=180)

