**A Space Odyssey Project Instructions**

**The purpose of this project is to teach you how graphic effects are used to create a better looking game.**

**AstroCat:**

AstroCat should begin in the center of the stage facing right. AstroCat should move with the keyboard arrows and bounce up and down when waiting for a movement command.

AstroCat should always be the front most Sprite.

If AstroCat is touched by lightning he should become more and more invisible the longer he is touched by lightning.

**Stage:**

The stage should always have the Quasar background and the background should switch colors every .1 seconds.

**Banner:**

The banner should go to the front when the green flag is clicked and should start at the center of the stage. The banner should blink on and off twice for 1 second.

**String:**

The sting should switch colors constantly. It should also get bigger via the fisheye effect. This enlargement should occur twice with .1 second wait times in between and then the effect should be reduced twice.

When the green flag is pressed the String should hide for 1 second before showing up in a random location on the stage. While AstroCat is not touching the String, the String should bounce up and down and turn. (These are very slight movements to give the illusion of natural movement.) If the String is touching AstroCat it should say “Got it!” wait for .2 seconds and then hide. The String sprite should reappear in a random location of the stage after .3 seconds. If AstroCat has collected 7 Strings, the String sprite should go to the center of the stage, point to the right, and switch to the Monolith costume. The Monolith should be two layers from the front. Then it should say “Stargate Opened!” for 2 seconds. When AstroCat touches the Monolith all scripts should stop.

**Lightning:**

When the green flag is clicked the Lightning should wait 1 second before appearing. Additionally it should wait between 0 to 1.5 seconds (determined randomly) before appearing each time. The Lightning Sprite should appear at the top of the Stage every time but its horizontal coordinate should be selected randomly (between -210 and 210).

The Lightning Sprite should gradually make its way to the bottom of the stage by teleporting 40 spaces at a time. There should be a .3 second delay between teleportations. If the Lightning sprite makes it to the bottom of the stage it should hide. If it touches AstroCat it should hide.

The Lightning sprite should be 1 layer from the front.

When the green flag is clicked the size of the lightning should be continuously changing to a random percent between 30 and 60.