

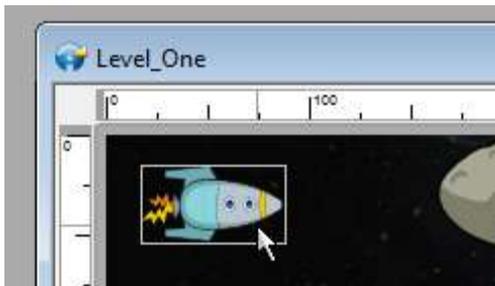
## Asteroid Storm

### Lesson 2 – Step-by-Step Worksheet Making the asteroids into obstacles.

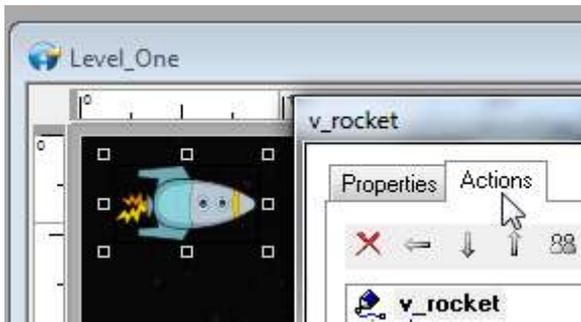
The program needs to be told that if the rocket collides with an asteroid it is a bad thing!

This involves something called *collision detection*. We want to make the program check for the moment the rocket hits (collides with) an asteroid.

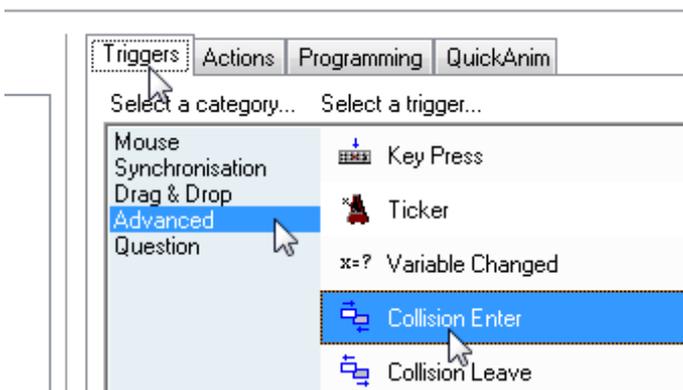
1: Double-click on the *rocket*



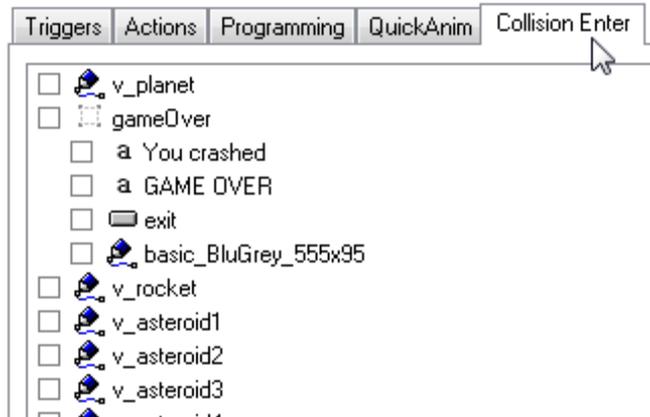
and select the **Actions** tab from the dialog.



2: The collision is a Trigger in the Advanced category. So select **triggers** tab and then the **Advanced** category. Then choose the **Collision Enter** trigger as we want to respond immediately the object hits.



The tab for setting the properties for the collision will now appear – it lets us decide which objects we want to check for collisions with.



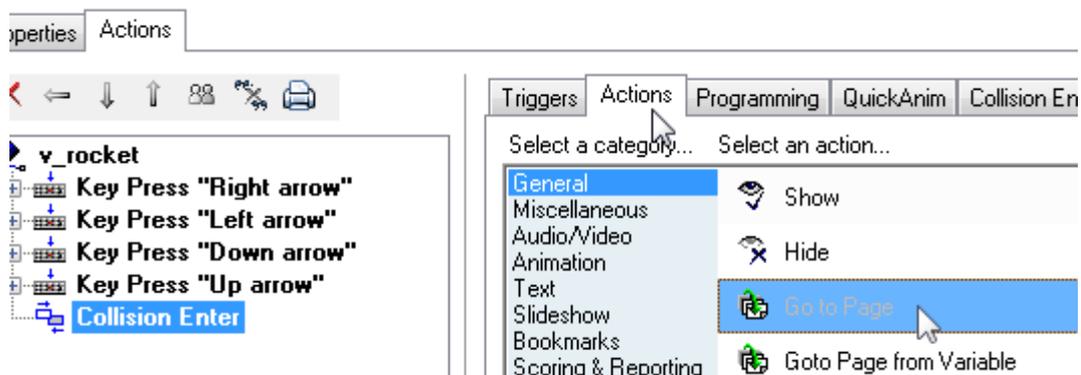
3: We want to check for a collision with any asteroid so click any of the boxes for asteroids.



Now you need to apply the action which will be triggered if the rocket collides with an asteroid. At the moment the game only includes a game over option so we'll program that.

4: Select the *Collision Enter* trigger you created and the select the Actions tab.

5: Choose the *General* category and then select *Go to Page* action



6: Finally select the page *Game Over* as the destination.

7: Press the **Preview** button to check your work.