

# PowerUp

The image displays a collection of Scratch code blocks for a game, organized into several sections:

- on start:** Initializes the game by starting a 'blizzard' effect, setting a player sprite to a specific position, moving it with buttons, and ensuring it stays on screen.
- on game update every 1000 ms:** A loop that generates an enemy projectile from the side, sets its random position and kind to 'Enemy', and creates a status bar for the enemy's health.
- on sprite of kind Enemy overlaps otherSprite of kind Projectile:** Destroys the projectile and decreases the enemy's health by 25.
- on status bar kind EnemyHealth zero status:** Triggers an enemy death event, including a disintegrate effect, a score increase, and a camera shake.
- function enemyDeath enemy:** A function that destroys the enemy with an 80% chance, spawning a power-up at the enemy's location.
- on sprite of kind Player overlaps otherSprite of kind Enemy:** Triggers a player death event, including a camera shake, a life decrease, and an enemy death call.
- on sprite of kind Player overlaps otherSprite of kind PowerUp:** Destroys the power-up and activates a double-fire mode for the player.
- on A button pressed:** Fires a projectile from the player. If in double-fire mode, it fires two projectiles in quick succession.