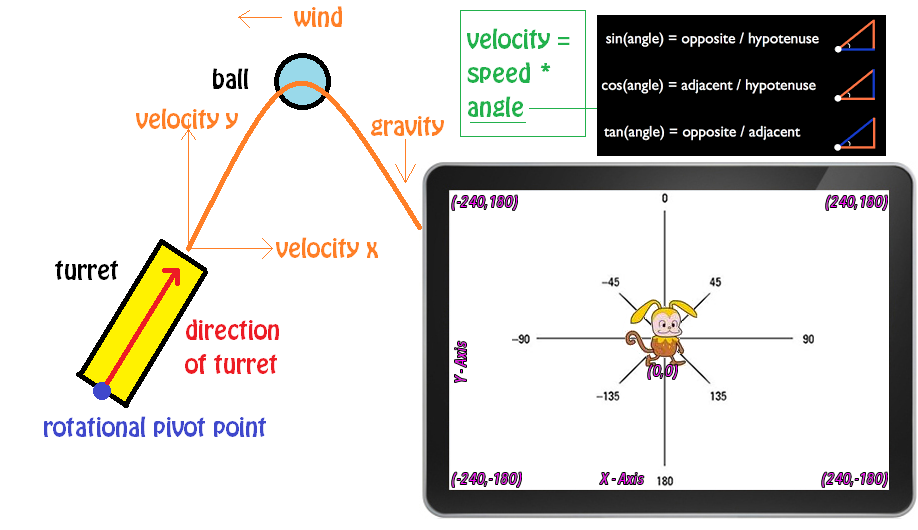
# Catapult Algorithm

Adds “lob” to our flight. **You are not expected to understand this**:

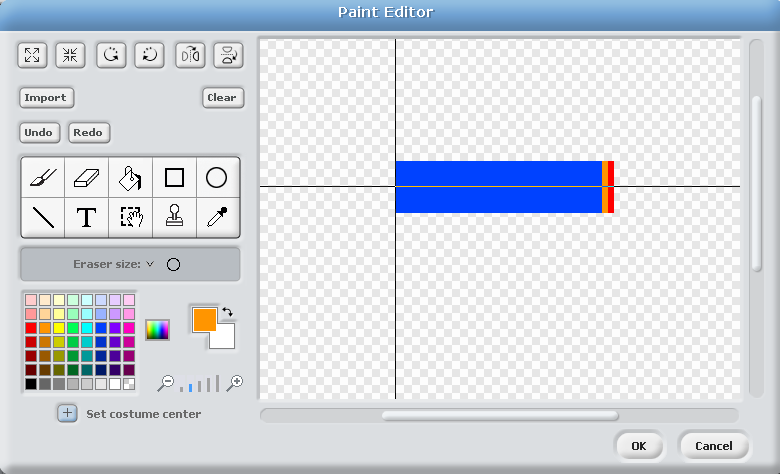


# Draw Sprites

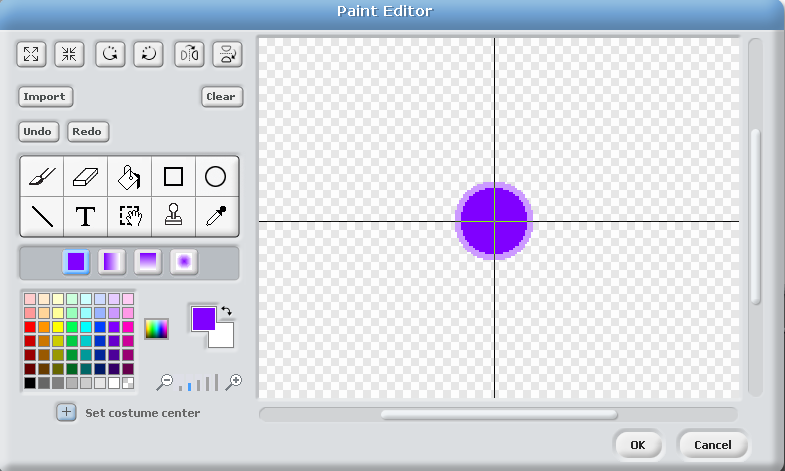
Draw **Turret** and **Ball** sprites:

## Turret:

Draw turret **length ways** (horizontally), and set the *costume centre* to the **base** of turret:

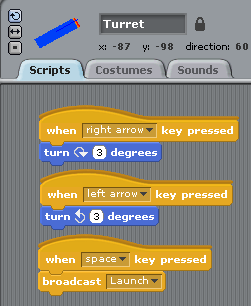


## Ball:

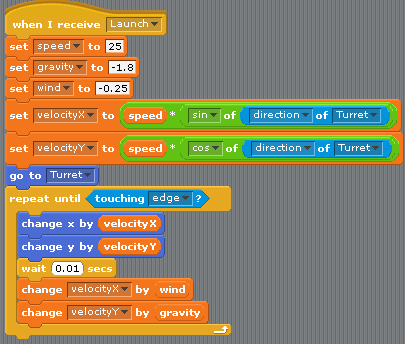


# Add Code Blocks

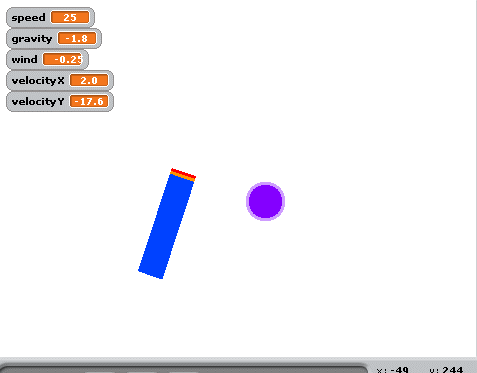
## Turret:



## Ball:



# Finished Product:



# Challenges

Can you improve the game by implementing some of the following features?

1. Tweak wind, gravity and speed variables to your liking
2. Gameplay:
   1. Floating objects to aim at (**nothing violent**)
   2. Scoring
3. Primary / secondary firing options
   1. Bound to different keys
   2. Different speeds
   3. Limited ammo
4. Bonuses?