# 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?