



CODE CHALLENGE
CHAMPIONSHIP

KIDCODER MISSION 3

CODE CHALLENGE CHAMPIONSHIP

LEVEL 2 CATEGORY

20
24

Astronaut Rescue Adventure

Overview:

In the cosmos, you're in charge of a rocketship tasked with shuttling three astronauts—**Kiran, Ripley, and Monet**—back to their respective homes. Navigate the vastness of space to pick up and deliver these astronauts to their destinations. **Kiran and Ripley belong to Earth, while Monet is from a mysterious unknown planet.** Try to gain many points as you can and aim to achieve **100 points** to complete your mission!

Mission:

As the game developer, your task is to create an exciting space rescue adventure. Begin by controlling the rocket using the arrow keys to move forward and backward and change direction. Locate Kiran, Ripley, and Monet floating in space and transport them to their home planets. **Kiran and Ripley need to be delivered to Earth, while Monet should be taken to the unknown planet. After each successful delivery, the astronaut will disappear for 3 seconds and reappear at a random position in space. Earn 5 points for each delivery of Kiran or Ripley and 10 points for Monet's delivery.** As a bonus, the game will end when you achieve a score of **100 points**.

Useful Hints:

- Use Scratch 3 or PictoBlox to develop this game.
- Control the rocket with the **arrow keys** to navigate through space.
- Ensure that astronauts are picked up and held in the rocket until their designated planet is reached.
- Implement a respawn system for astronauts to appear randomly after being delivered.
- Include a **scoring system** that updates with each successful delivery.

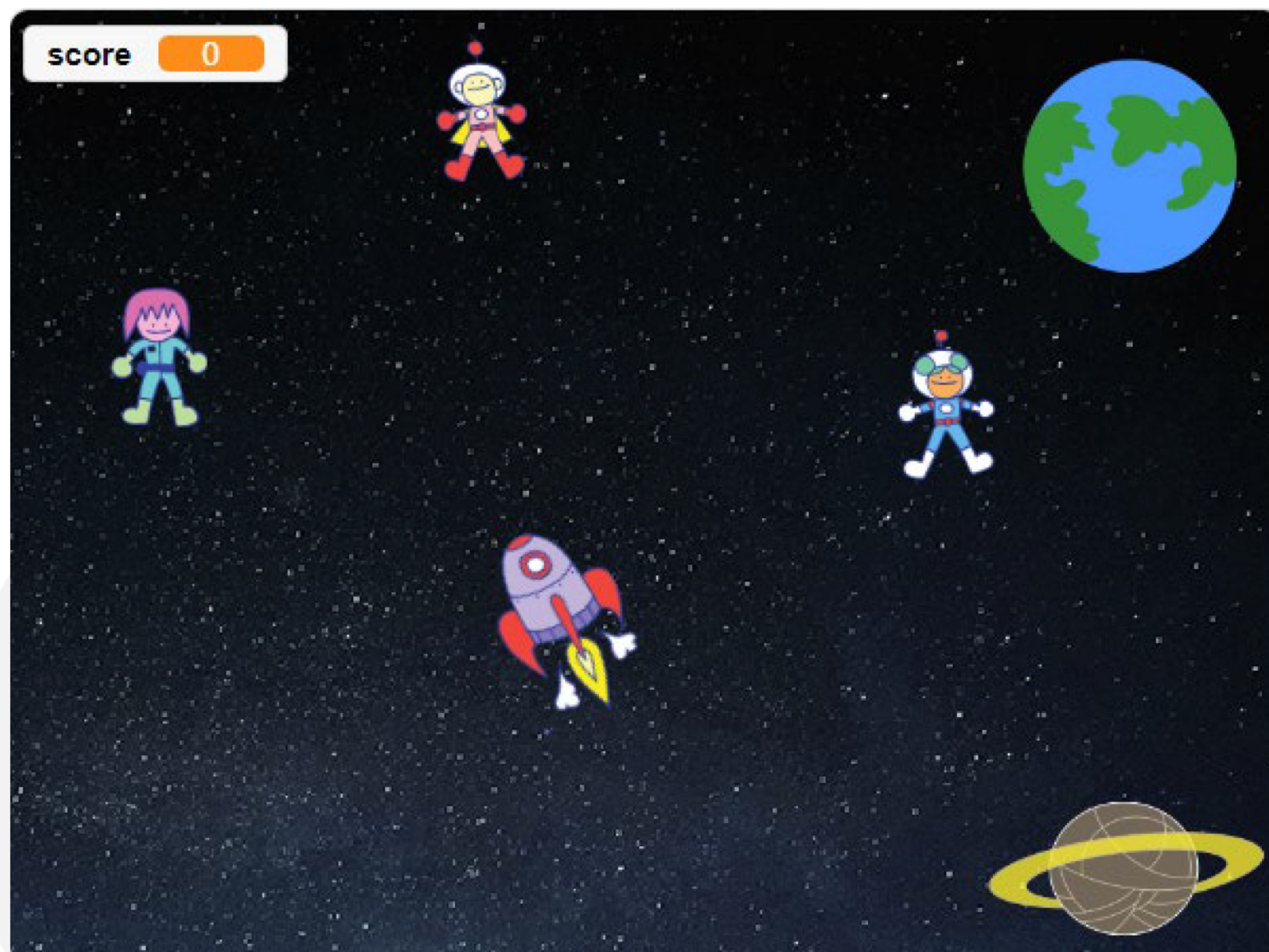
Bonus Part:

The game will conclude automatically once you reach a score of **100 points**. And a message will appear **“WELCOME TO YOUR HOME”**

Game Steps:

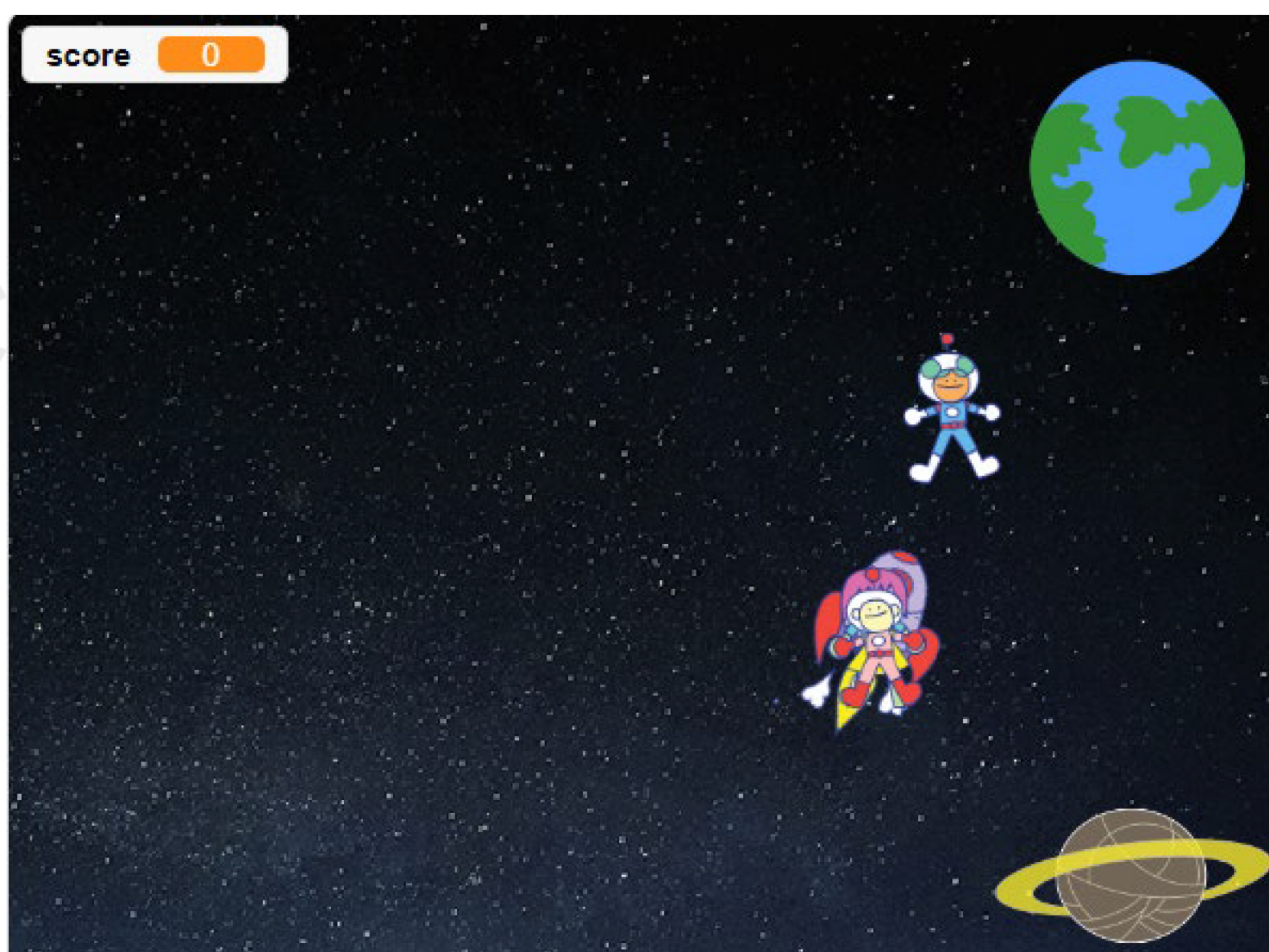
- **Step 1:**

Maneuver the rocket using the **arrow keys** to search for Kiran, Ripley, and Monet, who will appear randomly in space.



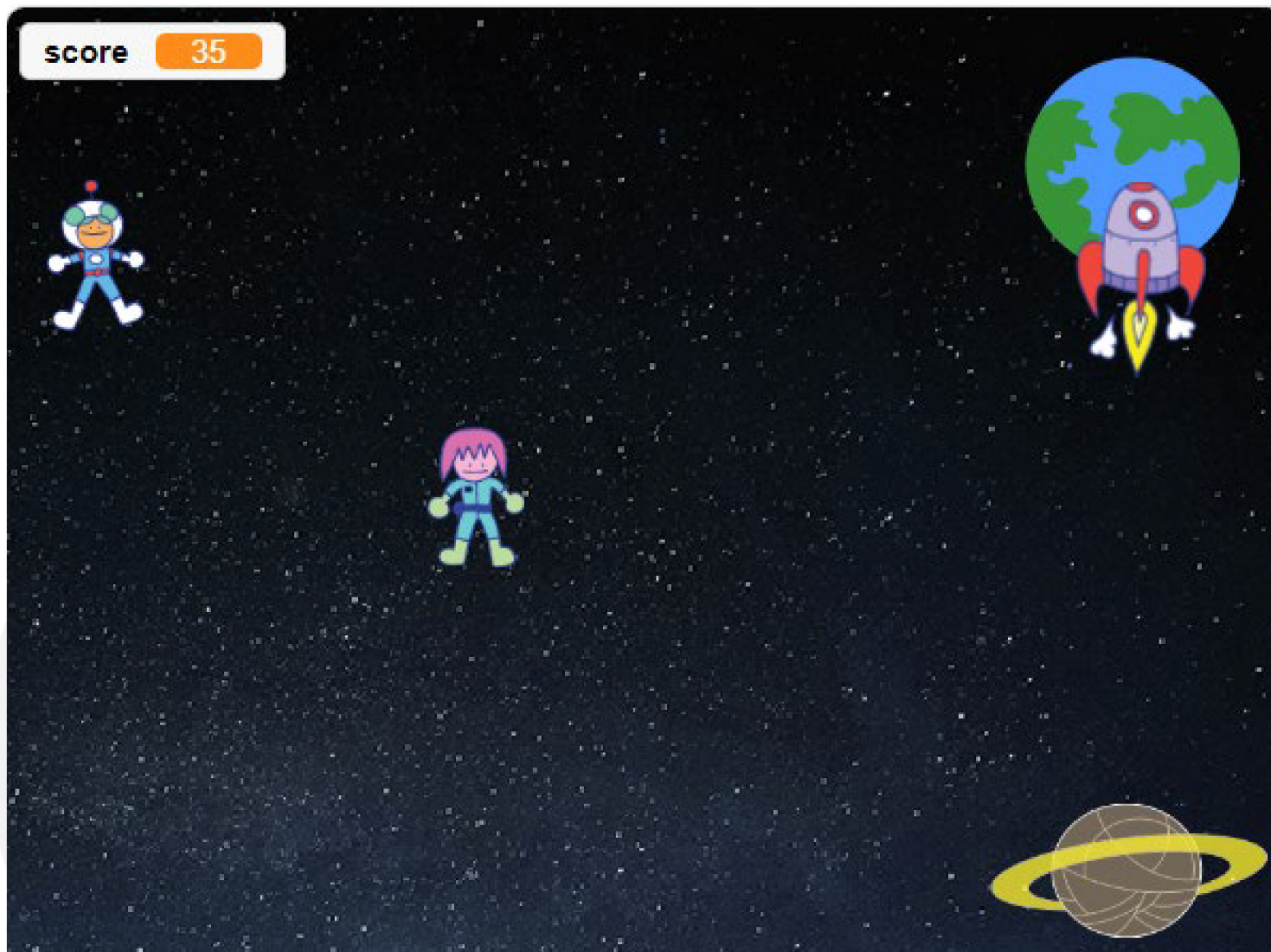
- **Step 2:**

Collect each astronaut by steering the rocket to their location. Once aboard, navigate to their designated planet to drop them off.



- **Step 3:**

After a successful delivery, the astronaut will vanish for **3 seconds** before reappearing at a new random location in space, ready for another rescue.



- **Step 4 (Bonus Part):**

Continue rescuing astronauts and delivering them until your score reaches **100 points**. The game will end automatically when this score is achieved. And a message will appear **“WELCOME TO YOUR HOME”**

