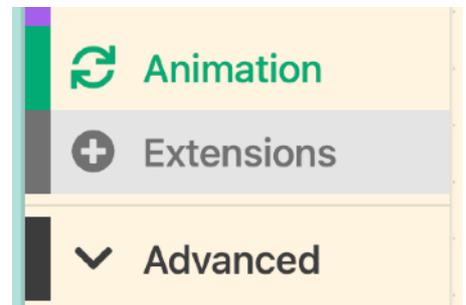


## Create a spawnEnemy function

We're going to make a piece of code that we can use lots of times to create a new zombie. This is called a **function** and we'll give it a name.

Scroll down the bottom of the blocks menu and click **Advanced**



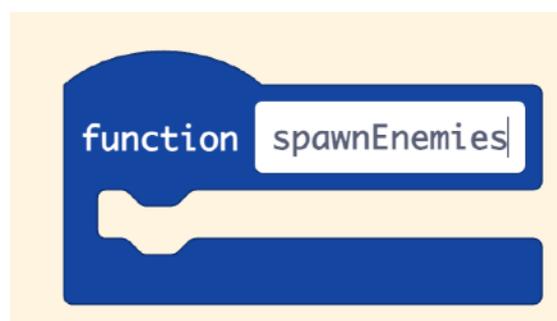
Next click **Functions**



Then click **Make a Function**



Name the function **spawnEnemies**.



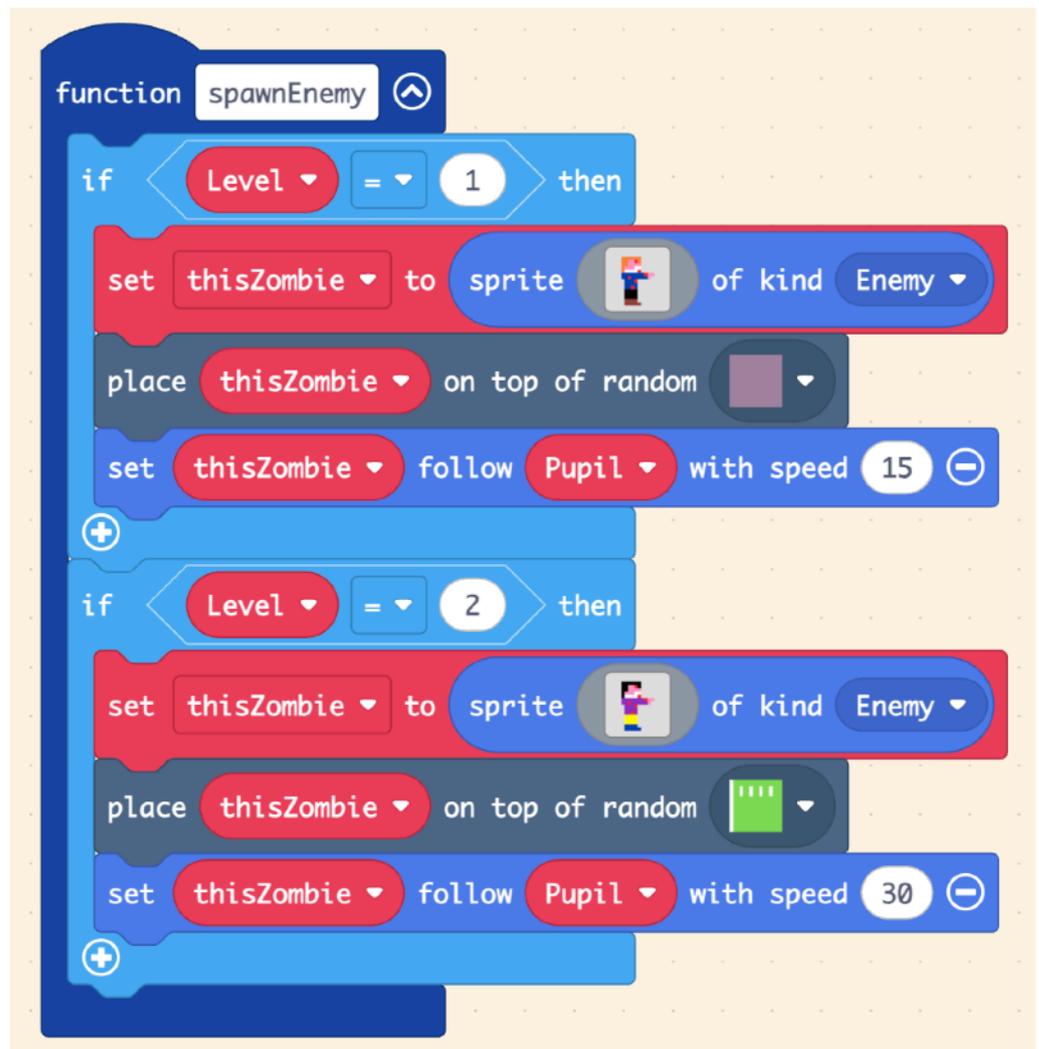
Click the green **Done** button.

These instructions are based on [instructions](#) and a [starter game containing the assets](#) from computing teacher [Mr Lovell](#)

Add this code so that the function creates a new Enemy sprite and put it on a random tile in the current level's tilemap.

The zombies look slightly different depending on which level they were spawned in.

They also chase the player at different speeds



```
function spawnEnemy
  if Level = 1 then
    set thisZombie to sprite of kind Enemy
    place thisZombie on top of random
    set thisZombie follow Pupil with speed 15
  if Level = 2 then
    set thisZombie to sprite of kind Enemy
    place thisZombie on top of random
    set thisZombie follow Pupil with speed 30
```

If you click on the Functions block menu you'll see you now have a new block.

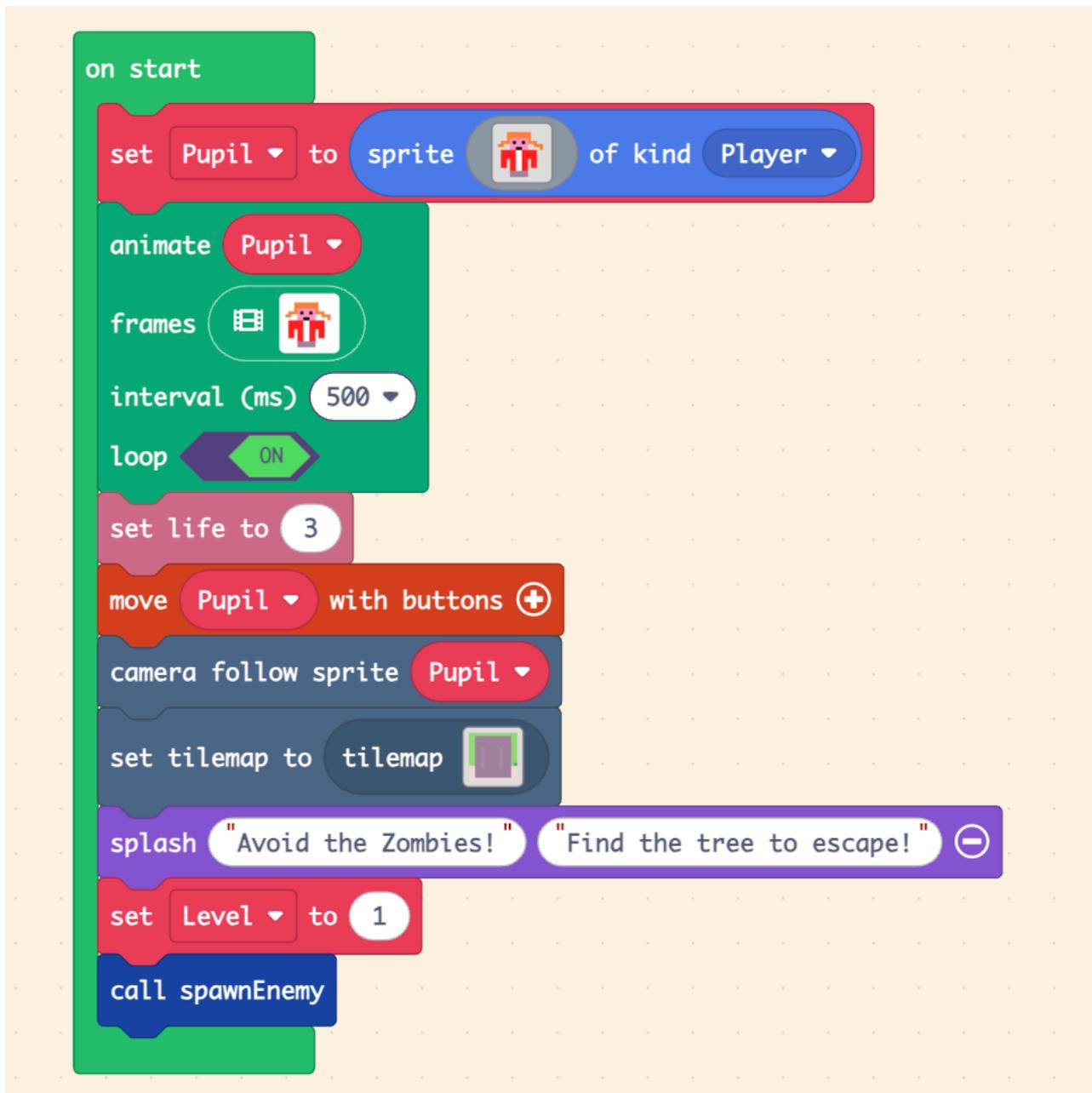
Putting this block in your code is the same as putting all the blocks inside the function spawnEnemy block in that place.

It's like a **shortcut for putting in all four blocks** inside the navy blue function block.

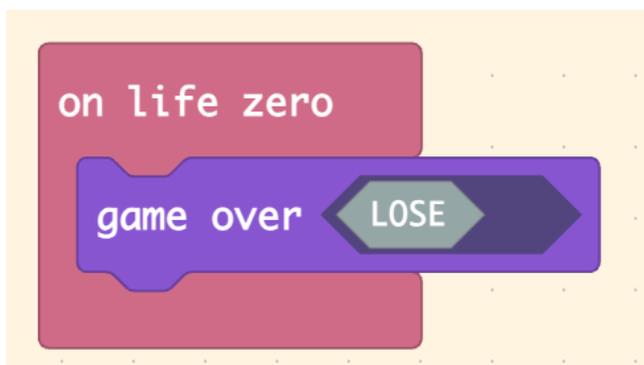


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## Setup the start of the game



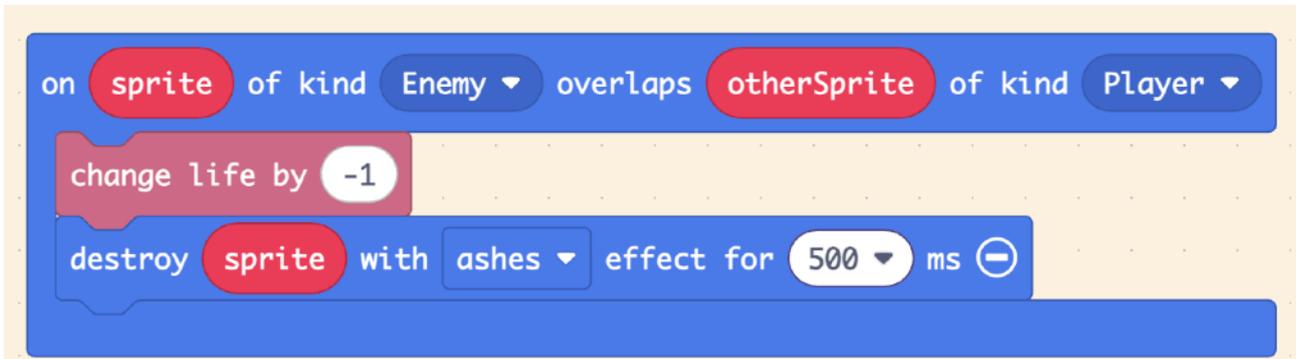
So that the game ends when the player has lost all three lives, add this code



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## Bumping into Zombies

If our pupil sprite runs into a zombie sprite, we want the zombie to be destroyed. This will cost the pupil sprite a life though!



This code will work with any Enemy (zombie) sprite overlapping our Player (pupil) sprite. (You can change the effect to whatever you like).

## Getting to Level 2

We need to add this code so that when the pupil sprite overlaps the tree tile they get moved to **Level 2**



These instructions are based on [instructions](#) and a [starter game containing the assets](#) from computing teacher [Mr Lovell](#)