



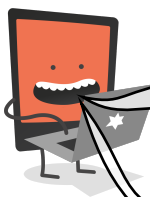
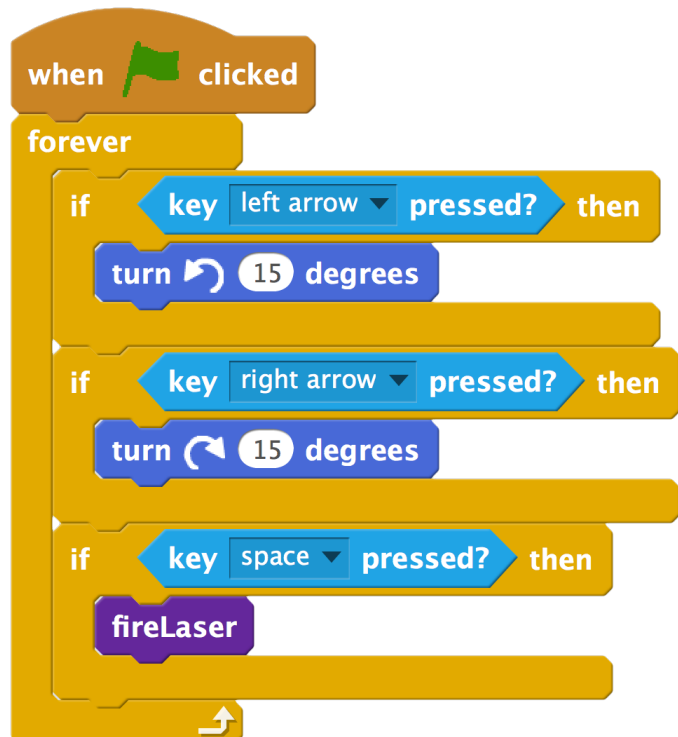
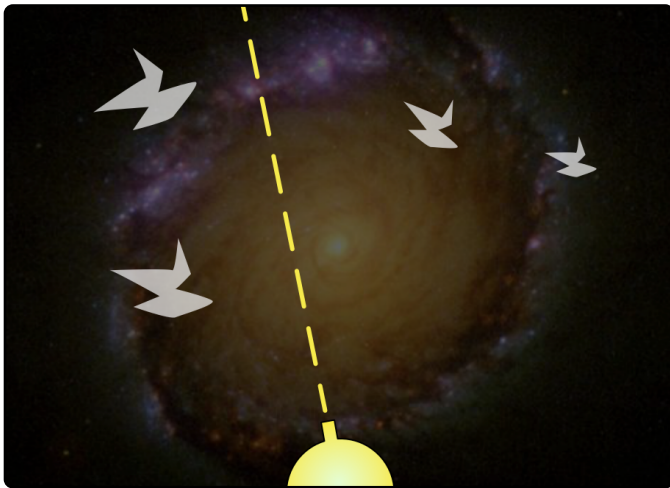
Name: _____ Date: _____

I can retrieve and use values from variables

LessonID: 178



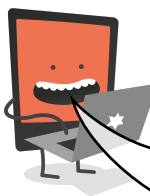
Here is some code from an asteroids shooting game. In this game, a laser turret is controlled by the player. The turret can rotate left or right and fire a laser. The speed at which the turret is rotated affects how difficult the game is to play.



This code could be improved with the use of a variable.
Draw arrows to show where the variable would be used.

What would you name this variable?
Make sure you follow the naming rules.

Variable name:



When the game runs for the first time, the value of this variable needs to be set. Fill in the programming blocks to show how you would do this.

