var shipx;

var shot1y;

var shot1x;

var score = 3;

var placement = 0;

if (score>0) {

 hideElement("label2");

 hideElement("label1");

}

onEvent("startButton", "click", function(event) {

 setScreen("gameScreen");

});

onEvent("gameScreen","keydown",function(event){

 shipx = getProperty("ship", "x");

 shot1x = getProperty("shot1", "x");

 if(event.key=="Right"){

 placement = placement-placement;

 shipx=shipx+10;

 shot1x=shot1x+10;

 setPosition("shot1",shot1x,320,140,95);

 setPosition("ship",shipx,370,140,70);

 } else if(event.key=="Left"){

 placement = placement-placement;

 shipx=shipx-10;

 shot1x=shot1x-10;

 setPosition("shot1",shot1x,320,140,95);

 setPosition("ship",shipx,370,140,70);

 }

});

onEvent("gameScreen", "keydown", function(event) {

 shot1y = getProperty("shot1", "y");

 if (event.key=="Up") {

 showElement("shot1");

 placement = placement+1;

 shot1y = shot1y-10;

 setPosition("shot1", shot1x, shot1y, 140, 95);

 console.log(getProperty("shot1", "y"));

 }

 if (placement==18) {

 setPosition("shot1", 95, 320, 140, 95);

 setScreen("endingWinscreen");

 placement = 0;

 score = 3;

 setText("scoreNumber", score);

 }

});

onEvent("planet", "click", function(event) {

 score = score-1;

 if (score===0) {

 showElement("label1");

 showElement("label2");

 }

 setText("scoreNumber", score);

 if (score<0) {

 setScreen("endLosescreen");

 score = 3;

 setText("scoreNumber", score);

 }

});

onEvent("restartButton", "click", function(event) {

 setScreen("homeScreen");

 hideElement("label1");

 hideElement("label2");

});

onEvent("restartButton1", "click", function(event) {

 setScreen("homeScreen");

 hideElement("label1");

 hideElement("label2");

});