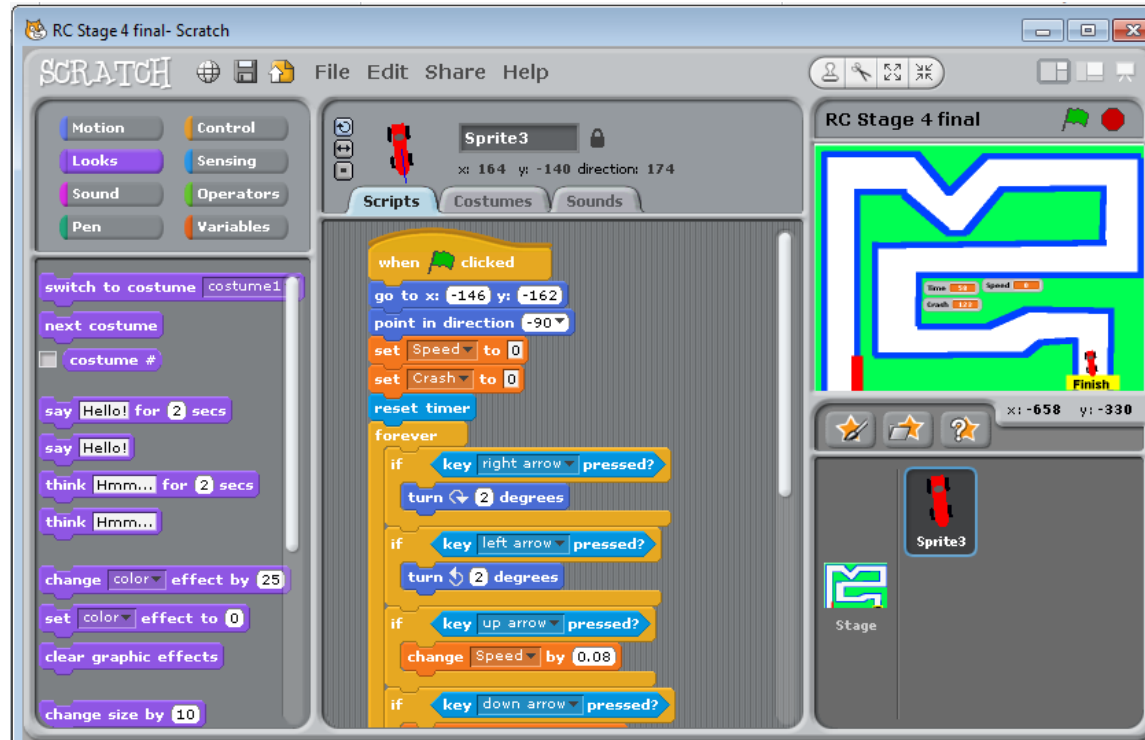
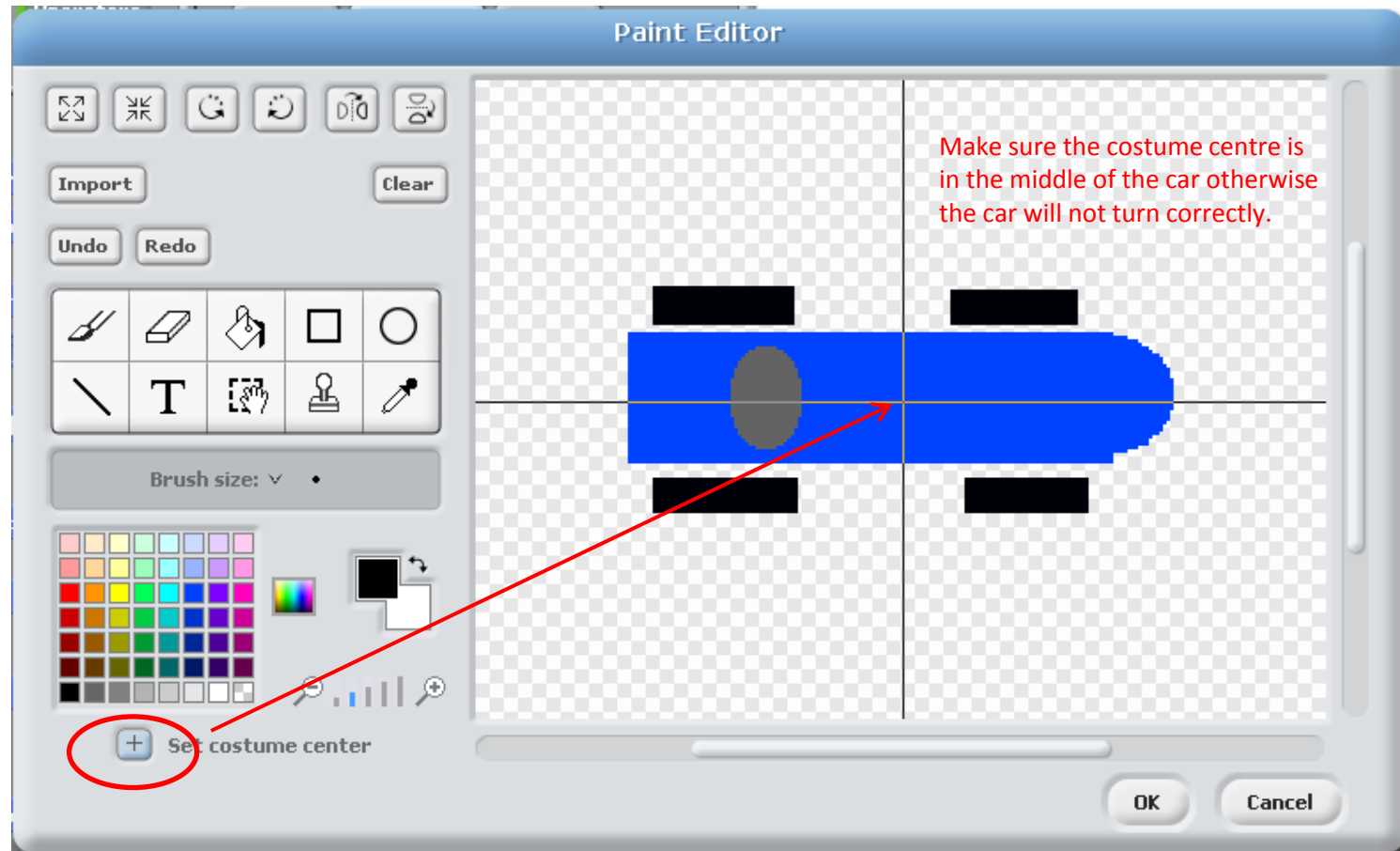


# Racing Car game



# Drawn the car



Sprite3  
x: -6 y: -67 direction: 90

Scripts Costumes Sounds


when green flag clicked

forever

- if key right arrow pressed?  
point in direction 90  
move 10 steps
- if key left arrow pressed?  
point in direction -90  
move 10 steps
- if key up arrow pressed?  
point in direction 0  
move 10 steps
- if key down arrow pressed?  
point in direction 180  
move 10 steps

RC Stage 1

Make the car move Up/Down Left/Right



x: -608 y: 215

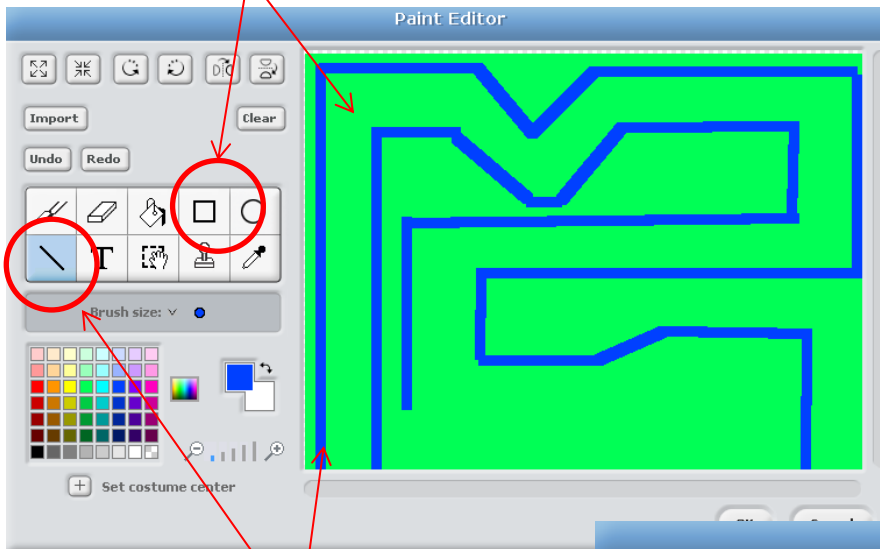
New sprite: [star] [star] [star]

Sprite3

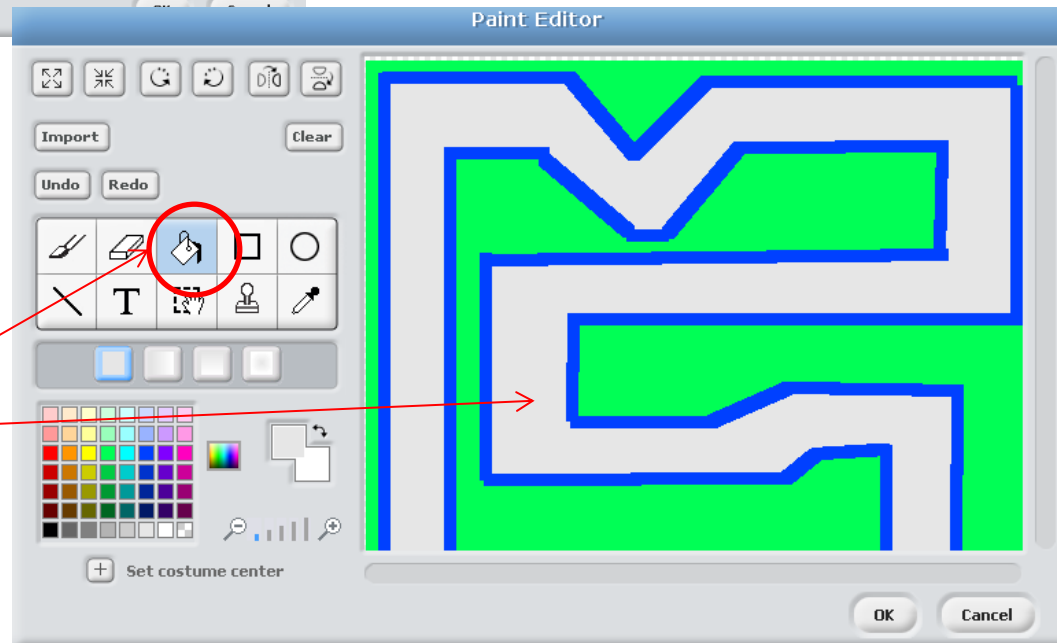
Stage



Make a background green



Paint blue racetrack lines



Make the racetrack white

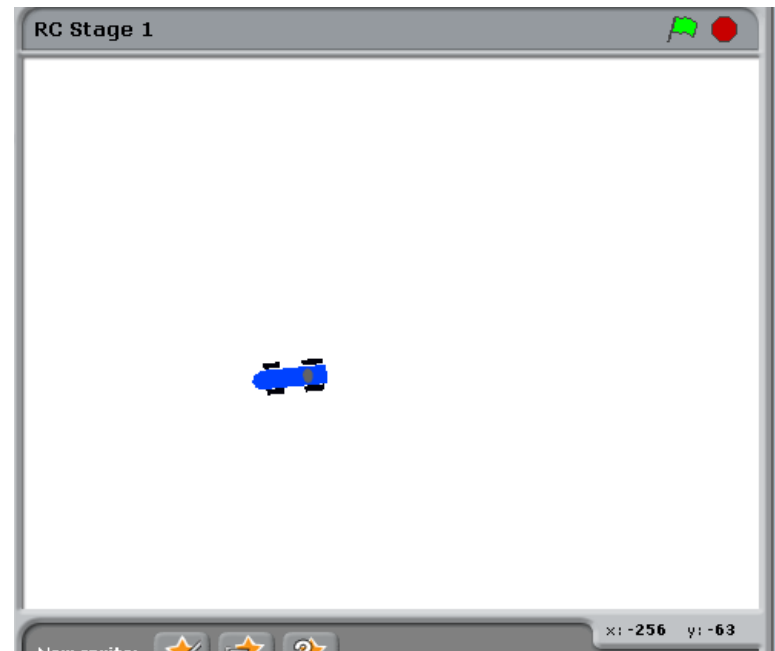


Amend the program so that the car moves in nice 2 degree turns. Replace the Move command for the Turn command

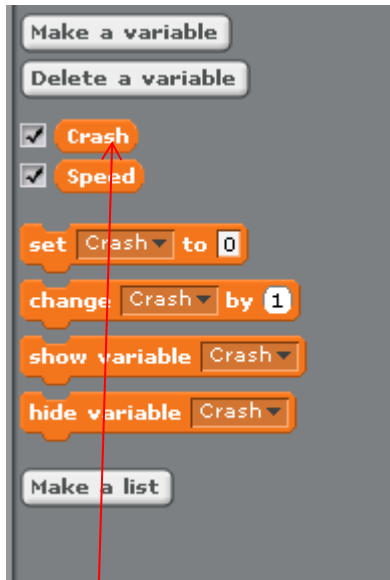
```
when green flag clicked
  set Speed to 0
  forever
    if key right arrow pressed?
      turn 2 degrees
    if key left arrow pressed?
      turn 2 degrees
  if key up arrow pressed?
    change Speed by 0.1
  if key down arrow pressed?
    change Speed by -0.1
  move Speed steps
```

Set the Speed variable to "0"

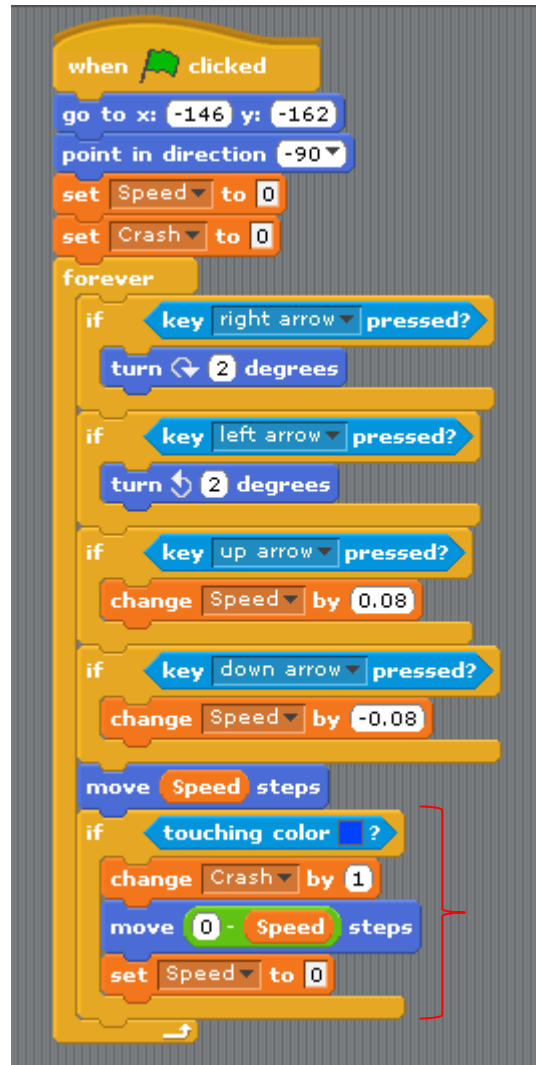
Make the car turn in 2 degree steps (left and right)



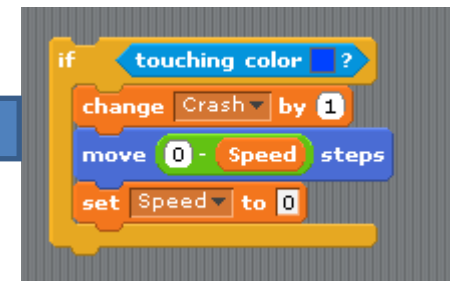
Make the car move forward and backwards by increasing and decreasing the Speed variable .



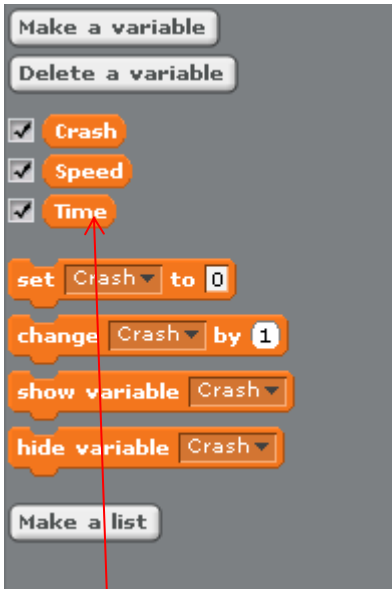
Make a new variable called Crash



Add this code the program



If the car hit the blue barrier stop and increase the Crash variable by 1



Make a new variable called Time

```

forever
  if key right arrow pressed?
    turn 2 degrees
  if key left arrow pressed?
    turn 2 degrees
  if key up arrow pressed?
    change Speed by 0.08
  if key down arrow pressed?
    change Speed by -0.08
  move Speed steps
  if touching color ?
    change Crash by 1
    move 0 - Speed steps
    set Speed to 0
  set Time to round timer
  if touching color ?
    say Winner
    set Speed to 0
    stop script
  
```

Add this code the program

```

if touching color ?
  say Winner
  set Speed to 0
  stop script
  
```

When the car passes the finish line say "Winner"

