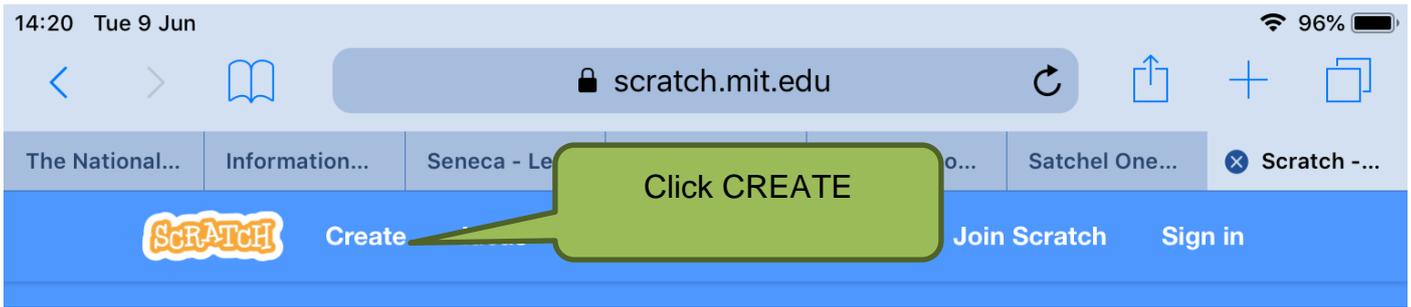


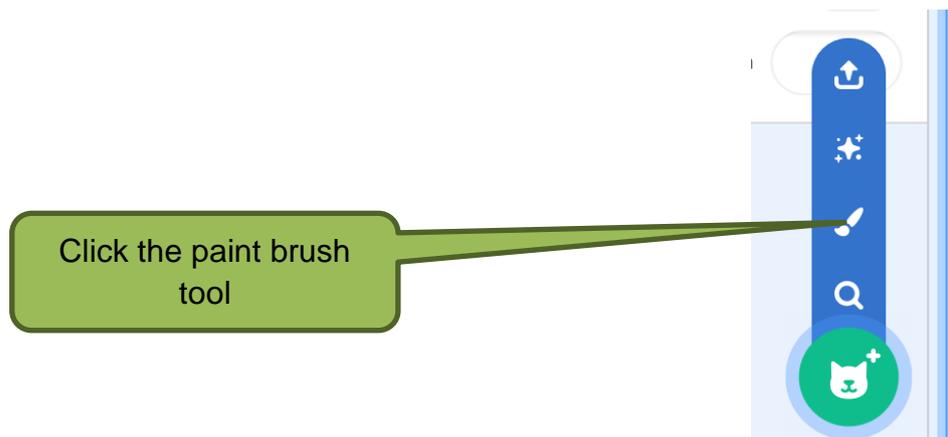
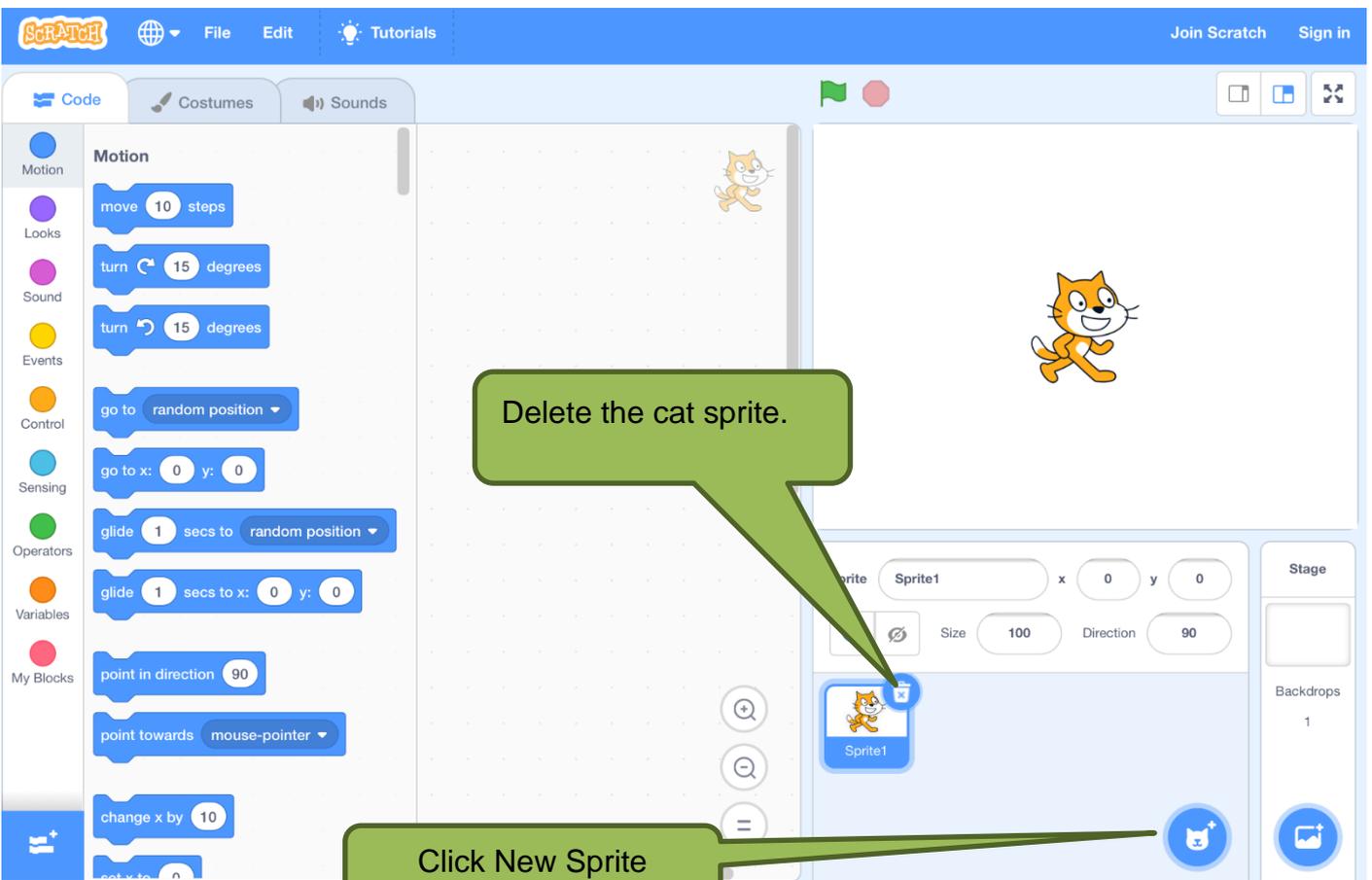
Scratch – Racing Game

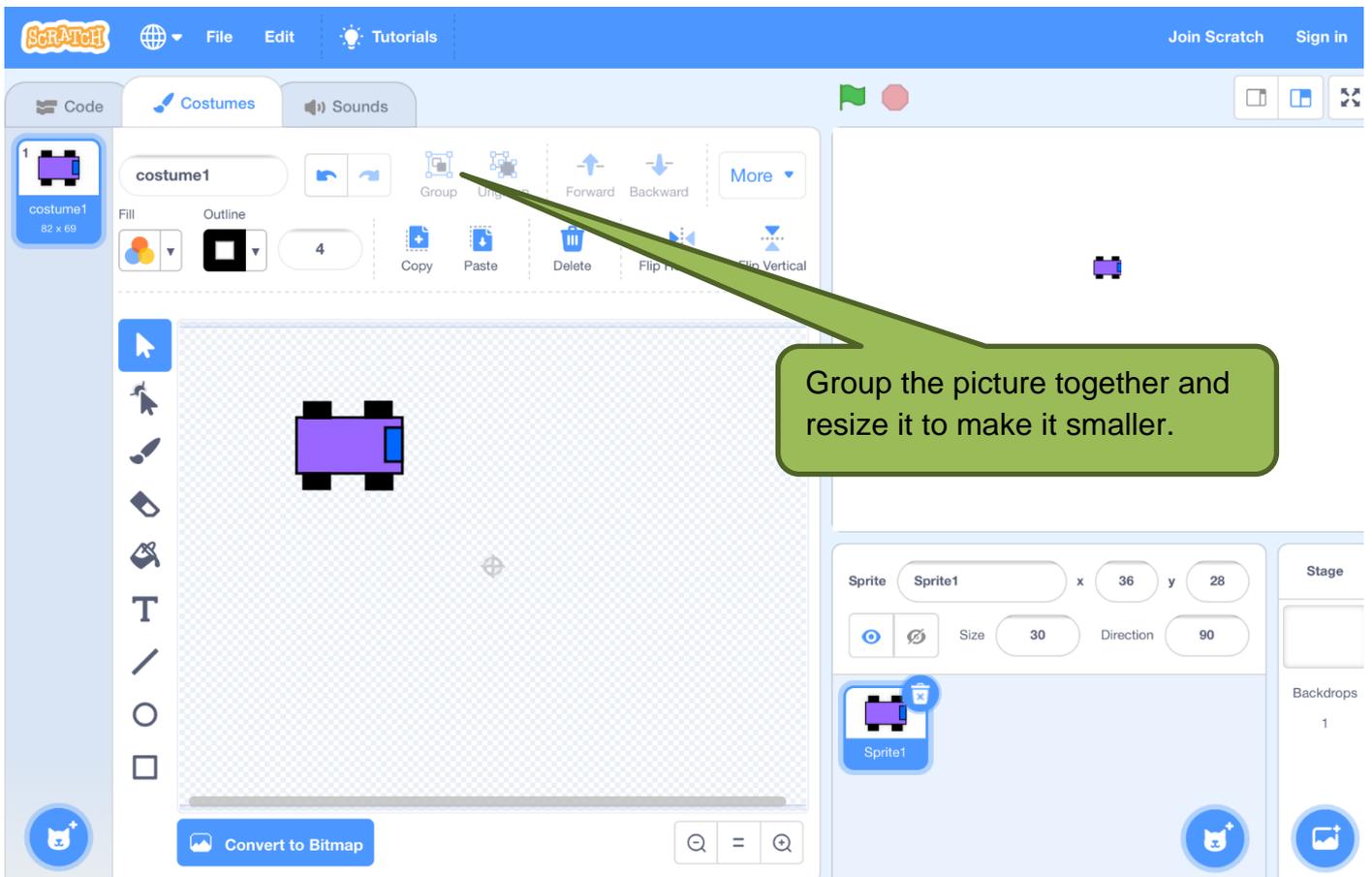
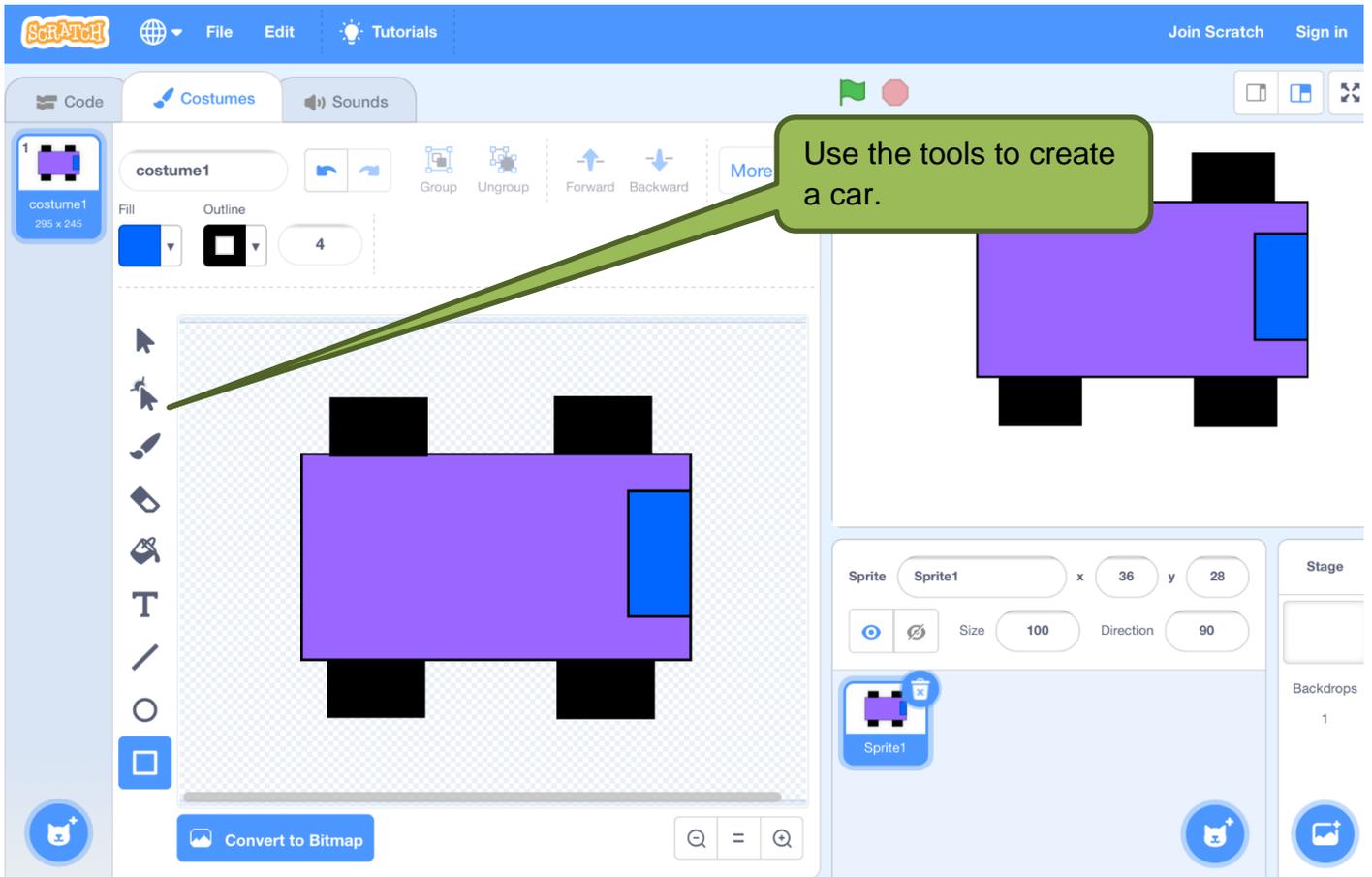


Go to <https://scratch.mit.edu/>



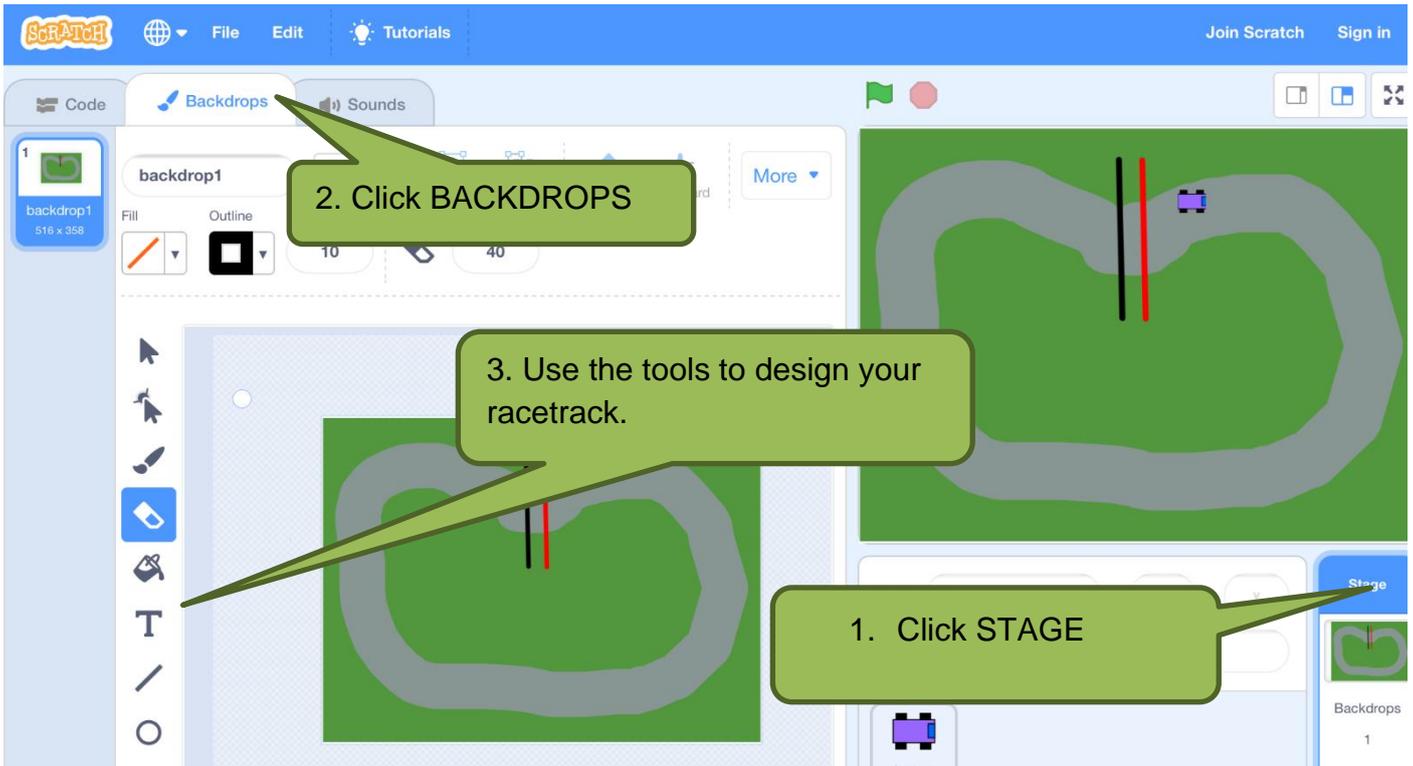
STEP 1





STEP 2

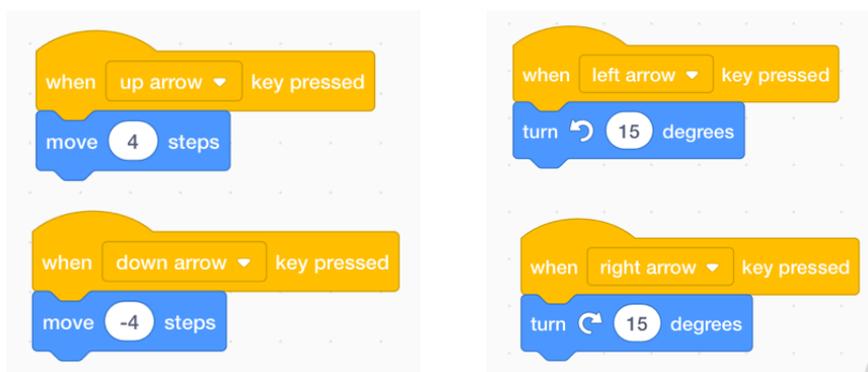
You now need to design the racing track. Make sure you click STAGE before you design it. Make the start and finish line different colours.



You will need to make sure your car fits inside the track!

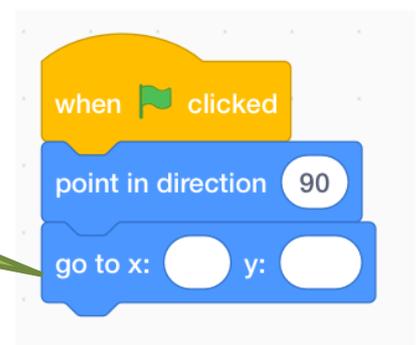
STEP 3

You need to choose action blocks to make your racing car move. Make sure you are clicked on your racing car sprite!!



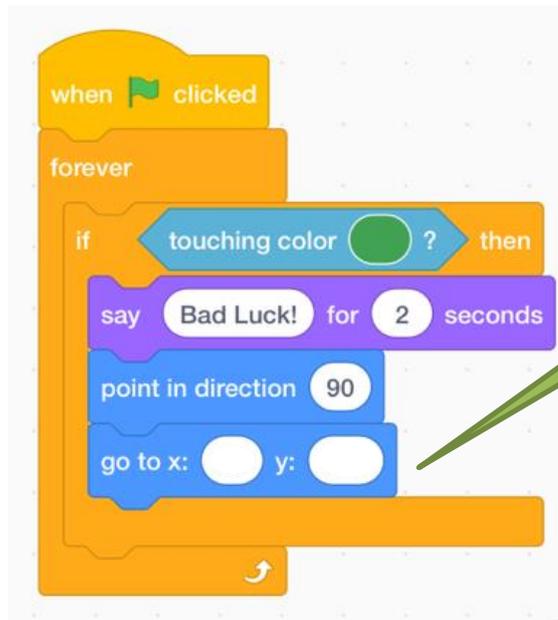
When you press the Green Flag to start the car needs to be in the starting position.

Move your car sprite to the start of your track and check the coordinates at the top to get your x and y values.



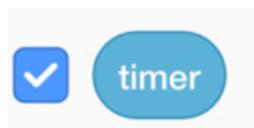
STEP 4

If your racing car goes off the track it must be sent back to the start!



STEP 5

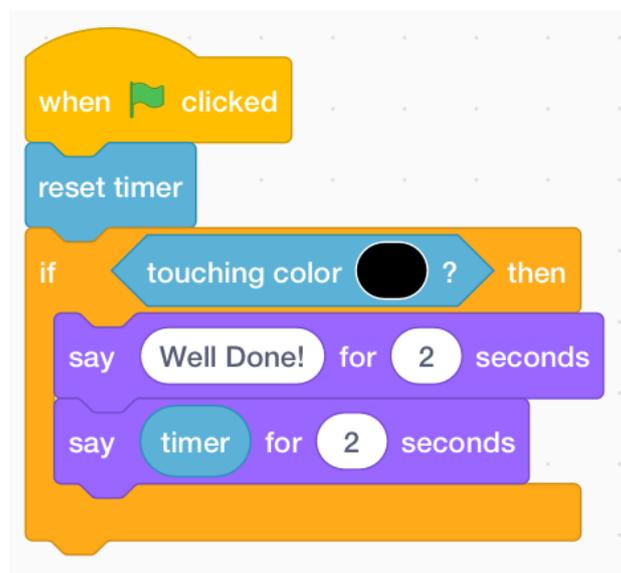
Add a timer to your racing car. You will need to use the Sensing blocks.



Make sure timer is ticked.

STEP 6

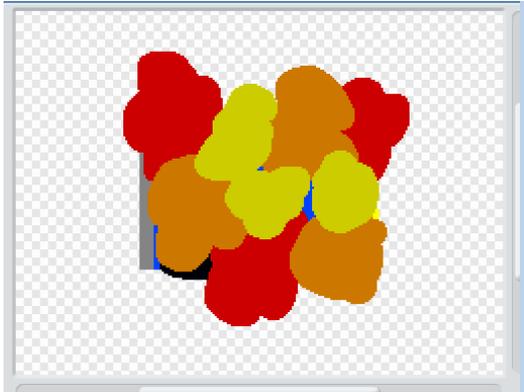
When the car gets to the finish line you need to display the lap time and say, 'Well done!'



EXTENSION

Making the racing car change costume when it crashes:

Copy the car costume and edit it to draw an explosion.



Edit your code to add in the change of costumes.

```
when green flag clicked
  switch costume to costume1
  point in direction 90
  go to x: 69 y: 116

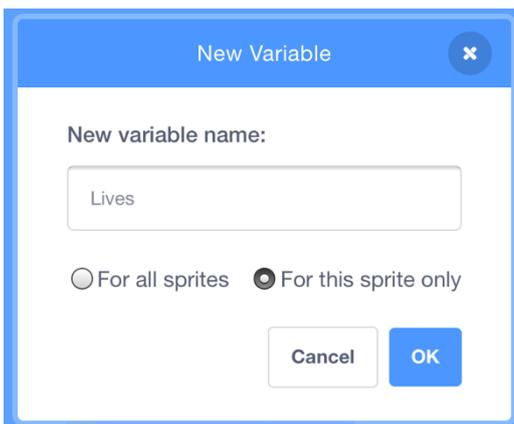
when green flag clicked
  forever loop
    if touching color green? then
      switch costume to costume2
      say Bad Luck! for 2 seconds
      point in direction 90
      go to x: 69 y: 116
      switch costume to costume1
```

Adding Lives:

Create a variable to hold the number of lives:



Click MAKE A VARIABLE.



Edit your code to add in the code to manage lives:

```
when green flag clicked
  switch costume to costume1
  set Lives to 3
  point in direction 90
  go to x: 69 y: 116

when green flag clicked
  forever loop
    if touching color green? then
      switch costume to costume2
      say Bad Luck! for 2 seconds
      change Lives by -1
      point in direction 90
      go to x: 69 y: 116
      switch costume to costume1

when green flag clicked
  if Lives = 0 then
    say GAME OVER for 2 seconds
    stop all
```