```javascript
var car;
var car2;
var carTotal;
var y;
var turn;
var roll;
var color;
var color2;
var total = 0;
var pawnTotal = 0;
var enemyTotal = 0;
var xPosition = [15,75,135,195,245,265,245,200,185,135,75,20,0,20,65,80,135,195,245,270,245,205,185,135];
var enemyYPosition = [380,380,380,380,368,335,300,295,255,270,270,260,225,190,190,150,160,160,150,115,75,80,40,50];
var yPosition = [355,355,355,355,345,315,275,280,240,245,245,245,205,170,170,130,135,135,130,95,55,60,20,25];
onEvent("nextBtn", "click", function() {
  setScreen ("colorsScreen");
});
onEvent("redBtn", "click", function() {
  setScreen("game");
  color = "red";
  showElement(color);
  setPosition(color, 15, 355);
});
onEvent("orangeBtn", "click", function() {
  setScreen("game");
  color = "orange";
  showElement(color);
  setPosition(color, 15, 355);
});
onEvent("yellowBtn", "click", function() {
  setScreen("game");
  color = "yellow";
  showElement(color);
  setPosition(color, 15, 355);
});
onEvent("greenBtn", "click", function() {
  setScreen("game");
  color = "green";
  showElement(color);
  setPosition(color, 15, 355);
});
onEvent("blueBtn", "click", function() {
  setScreen("game");
  color = "blue";
  showElement(color);
  setPosition(color, 15, 355);
});
onEvent("purpleBtn", "click", function() {
  setScreen("game");
  color = "purple";
  showElement(color);
  setPosition(color, 15, 355);
});
onEvent("yourBtn", "click", function() {
  turn = "pawn";
  rollDice ();
  movePiece ();
  hideElement("yourBtn");
  showElement("enemyBtn");
  finish ();
});
onEvent("enemyBtn", "click", function() {
  turn = "enemy";
  rollDice ();
  movePiece ();
  hideElement("enemyBtn");
  showElement("yourBtn");
  finish ();
});
```

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onEvent("restartBtn", "click", function() {
  reset ();
});
onEvent("endBtn", "click", function() {
  setScreen ("finishScreen");
    setPosition(color2, 0, 100);
    setPosition(color, 0, 100);
});
function reset () {
  setScreen("welcomeScreen");
  hideDice ();
  hideCars ();
  hideElement("enemyBtn");
  hideElement("endBtn");
  showElement("enemy");
  showElement("yourBtn");
  setPosition("enemy", 15, 380);
  setPosition("enemy2", 15, 380);
  y = 0;
  turn = 0;
  roll = 0;
  color = 0;
  color2 = 0;
  total = 0;
  pawnTotal = 0;
  enemyTotal = 0;
}
function hideDice () {
  hideElement("1");
  hideElement("2");
  hideElement("3");
  hideElement("4");
  hideElement("5");
  hideElement("6");
}
function hideCars () {
  hideElement("red");
  hideElement("orange");
  hideElement("yellow");
  hideElement("green");
  hideElement("blue");
  hideElement("purple");
  hideElement("red2");
  hideElement("orange2");
  hideElement("yellow2");
  hideElement("green2");
  hideElement("blue2");
  hideElement("purple2");
  hideElement("enemy2");
}
function rollDice (){
  hideDice ();
  roll = randomNumber(1, 6);
  showElement(roll + "");
  total = total + roll;
}
function variableAssignment () {
  if (turn == "enemy"){
    car = "enemy";
    car2 = "enemy2";
    carTotal = enemyTotal;
  }else{
    car = color;
    color2 = color + "2";
    car2 = color2;
    carTotal = pawnTotal;
  }
}
function movePiece () {
```

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    variableAssignment ();
    speed(85);
    for (var i = carTotal; i < total + 1; i++){
      if (((i > 4)&&(i < 12))||(i > 18)){
        hideElement(car);
        showElement(car2);
      }else{
        hideElement(car2);
        showElement(car);
      }
      if (car == "enemy"){
        setPosition (car, xPosition[i], enemyYPosition[i]);
        setPosition (car2, xPosition[i], enemyYPosition[i]);
      }else{
        setPosition(car,xPosition[i],yPosition[i]);
        setPosition(car2,xPosition[i],yPosition[i]);
      }
      if (i >= 23){
        i = total;
      }
    }
    speed(100);
    totalChange ();
}
function finish () {
  y = getYPosition (color2);
  if ((y == 25)||(y == 50)) {
    showElement("endBtn");
    setText ("finishText", "you won!");
  }
  y = getYPosition ("enemy2");
  if ((y == 25)||(y == 50)) {
    showElement("endBtn");
    setText ("finishText", "you lost!");
  }
}
function totalChange (){
  if (turn == "enemy"){
    enemyTotal = total;
    total = pawnTotal;
  }else{
    pawnTotal = total;
    total = enemyTotal;
  }
}
reset ();
```