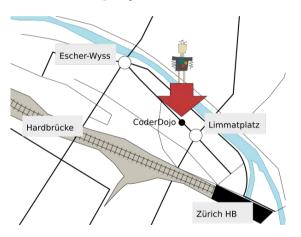
CoderDojo is a free programming club for kids and teenagers between 7 and 17

CoderDojo encourages independent learning through work on projects, mutual assistance and creation of innovative projects.



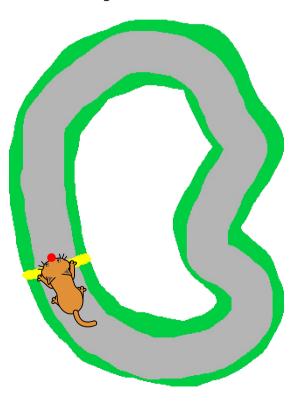
Every Sunday, 15:00 - 17:00 @ Liip

Limmatstrasse 183 8048 Zürich http://coderdojozh.github.io/

## Car race



Drive the car through the whole track without touching the walls.



## Programming



The car should not be able to drive outside the road.

So we check if the green crash barriers have been touched by the car:

```
when clicked

go to x: 102 y: -96

point in direction -105

forever

move 1 steps

if touching color : then

say Game Over!! for 2 secs

stop this script
```

Preparation

To recognize the end of the lap, the car needs a colour marker. This marker should be in front of the finish line before start of the game.

We drew a red nose to be the marker.

## Car race

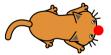


The car rides the track that you draw yourself

When the crash barrier is touched, you must start over.

Preparations

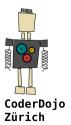
You need a car for the game:



and a track:



You can pick them from a library or draw yourself



Creative Commons License CC-BY-SA, Coderdojo Zürich, Ale Rimoldi, Gian-Maria Daffré.



What is left is to test if the marker has crossed the finish line:

```
play sound meow v
say You won!! for 2 secs
stop this script v
```

At the end of "Repeat forever" loop, we check if the red nose touched the yellow line.

As soon as it happens, the game is over.

Next steps

There are many possibilities to extend the game:

- count rounds
- measure the time
- let two cars race each other
- and how can you accelerate the car with one key and break with another?

## Programming



After pressing the S key, the car should go to the start line.

```
when s key pressed

go to x: 102 y: .96

point in direction -105
```

Pay attention to where x and y values are

Then the car should start moving forward:

```
when s key pressed
go to x: 102 y: .96

point in direction .105

forever

move 1 steps

Here We go!
```



Press the S key and your car should got to the start line and then start to move forward.



And how can you steer the car? Just program the left and right arrow keys to turn it in proper direction.

```
when left arrow v key pressed

turn (*) 15 degrees

when right arrow v key pressed

turn (*) 15 degrees

Here We go!
```

Now with the arrow keys you can start driving your car.