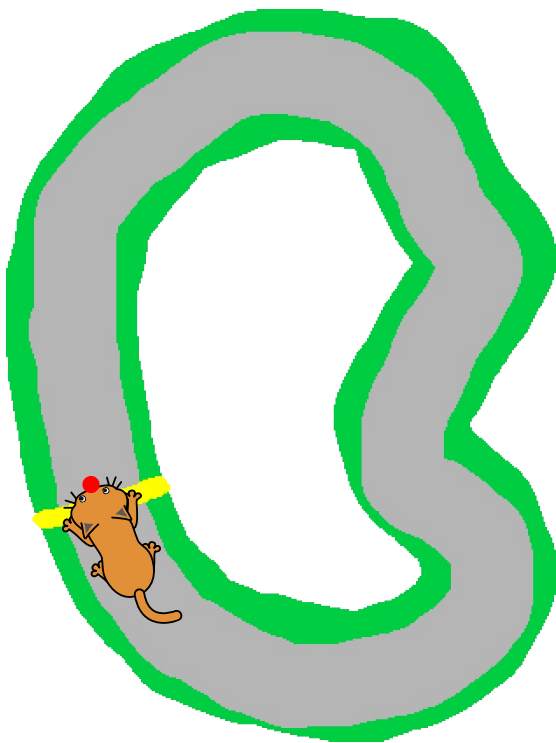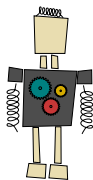# Car race

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

**CoderDojo
Zürich**

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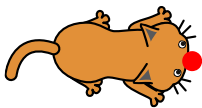Coderdojo Zürich, Ale Rimoldi, Gian-Maria
Daffré.

Car race
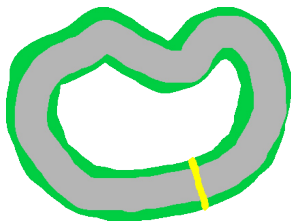
The car rides the track that you draw yourself

When the crash barrier is touched, you must start over.
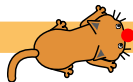
You need a car for the game:

and a track:

New sprite:

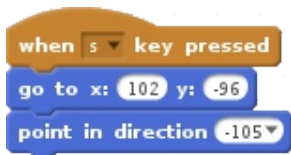You can pick them from a library or draw yourself

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 key pressed
turn ↰ 15 degrees
```
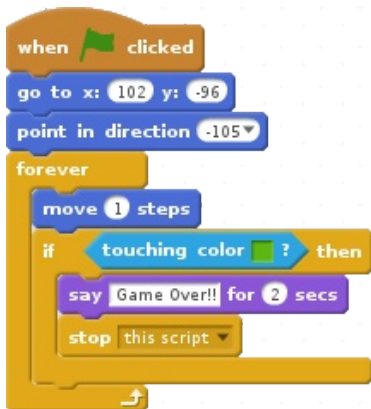
```
when right arrow key pressed
turn ↱ 15 degrees
```

Here we go!

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

The car should not be able to drive outside
the road.
So we check if the green crash barriers
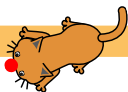have been touched by the car:

```
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 ▼
```

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.

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

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.

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?

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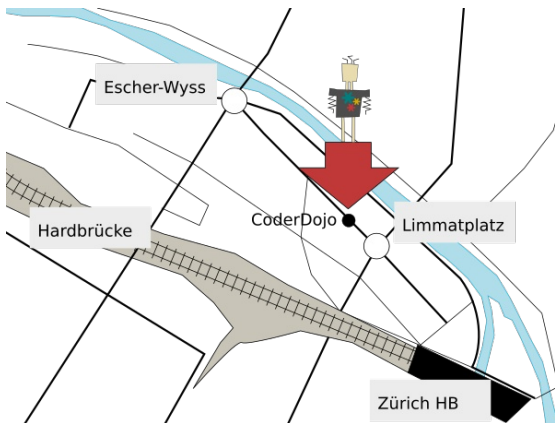
Every Sunday, 15:00 - 17:00 @ Liip

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