

```
1 from turtle import Turtle
2 import random
3
4 COLORS = ["red", "orange", "yellow", "green", "blue",
5           , "purple"]
6 STARTING_MOVE_DISTANCE = 5
7 MOVE_INCREMENT = 10
8
9 class CarManager:
10
11     def __init__(self):
12         self.all_cars = []
13         self.car_speed = STARTING_MOVE_DISTANCE
14
15     def create_car(self):
16         random_chance = random.randint(1, 6)
17         if random_chance == 1:
18             new_car = Turtle("square")
19             new_car.shapesize(stretch_wid=1,
20 stretch_len=2)
21             new_car.penup()
22             new_car.color(random.choice(COLORS))
23             random_y = random.randint(-250, 250)
24             new_car.goto(300, random_y)
25             self.all_cars.append(new_car)
26
27     def move_cars(self):
28         for car in self.all_cars:
29             car.backward(self.car_speed)
30
31     def level_up(self):
32         self.car_speed += MOVE_INCREMENT
```