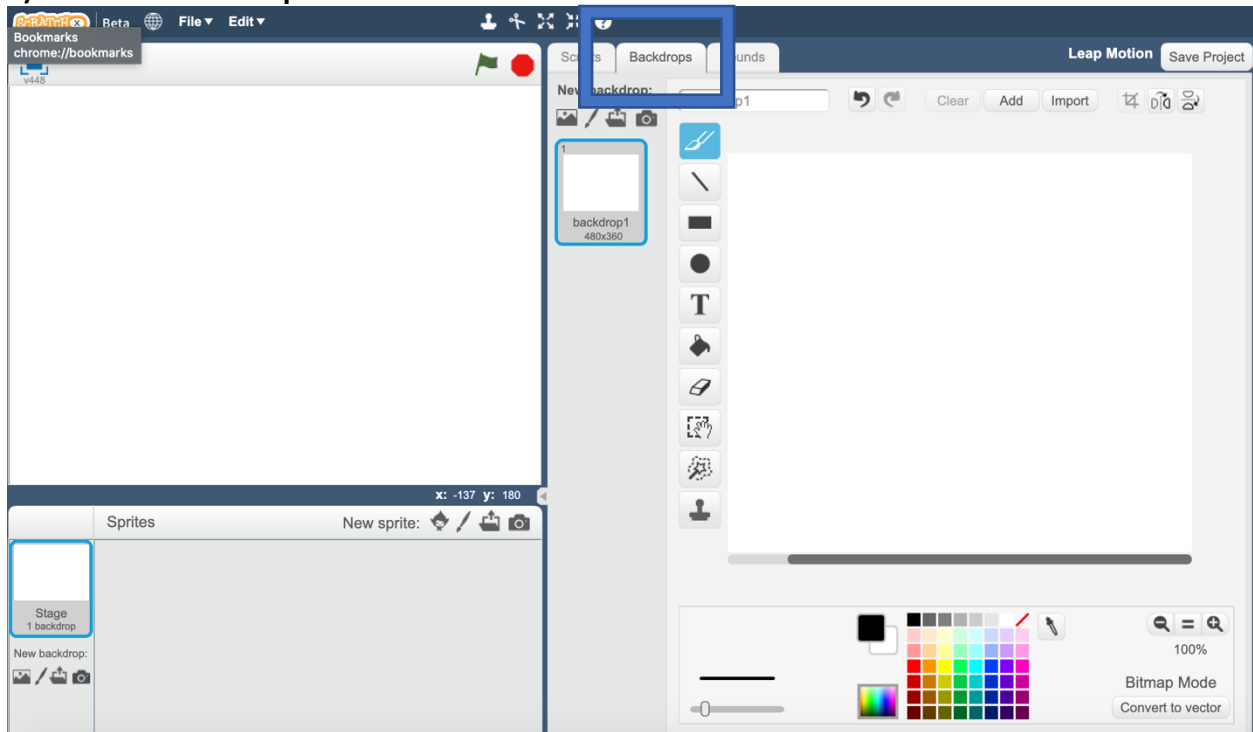
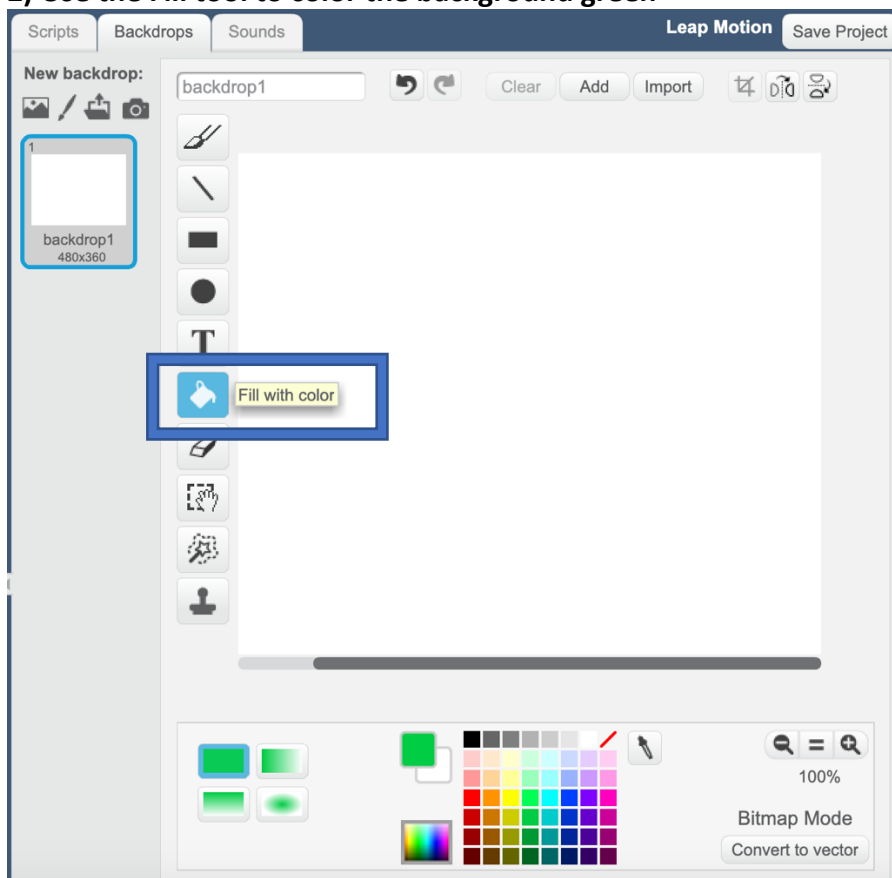


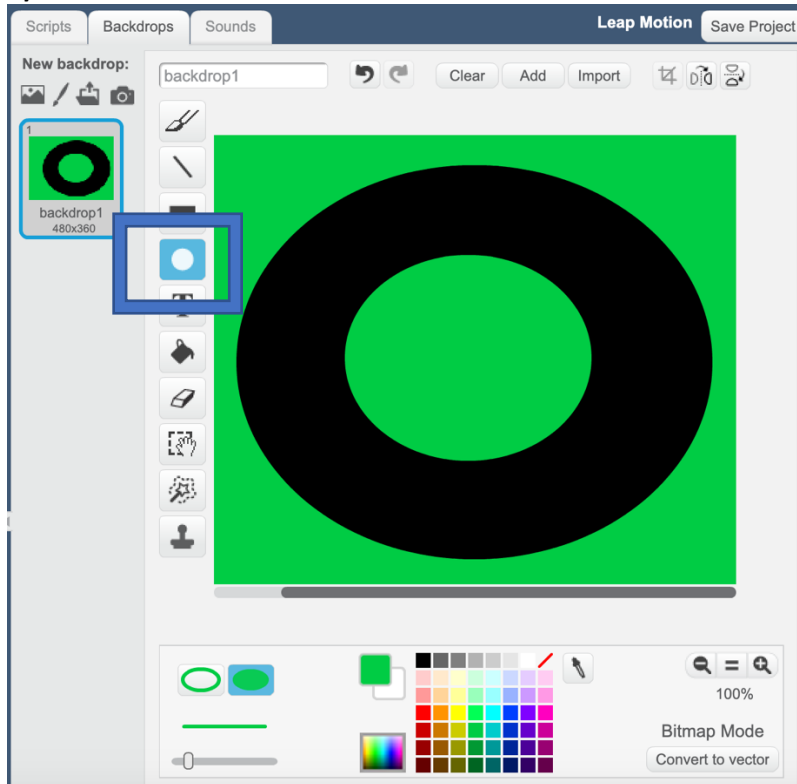
1) Click the “Backdrops” tab



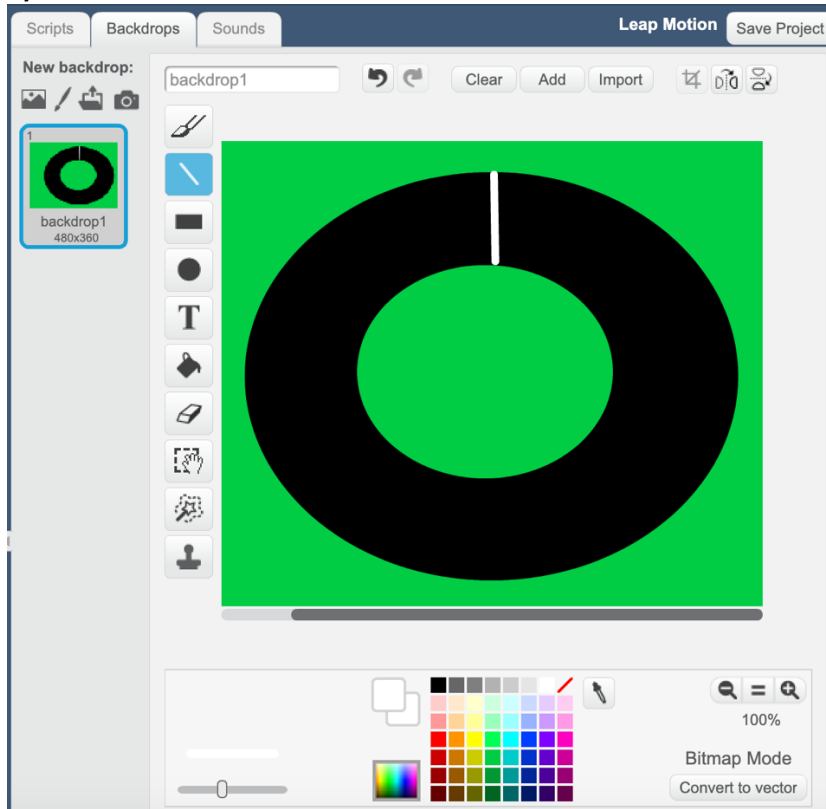
2) Use the Fill tool to color the background green



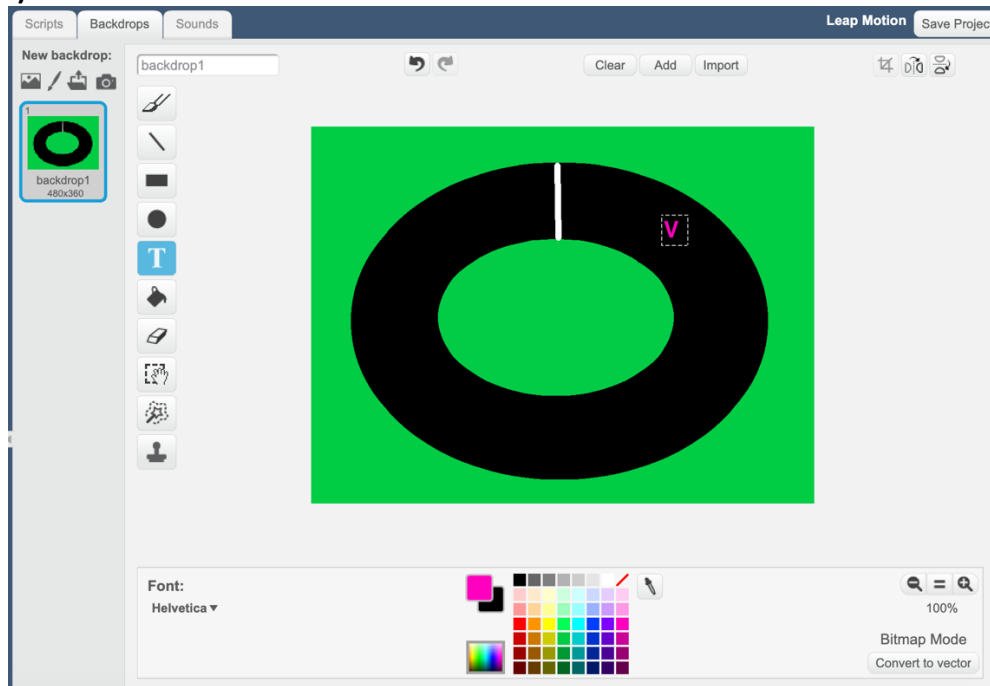
3) Use the circle tool to create a track



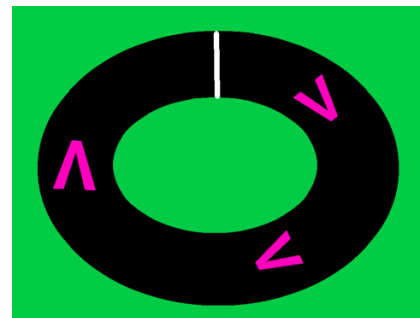
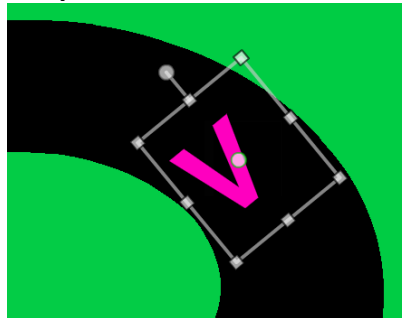
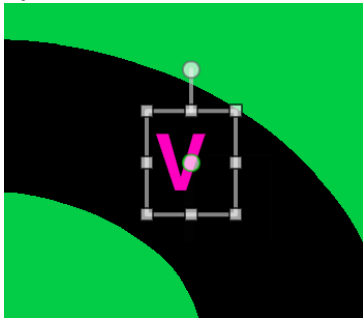
4) Use the line tool to draw a white finish line



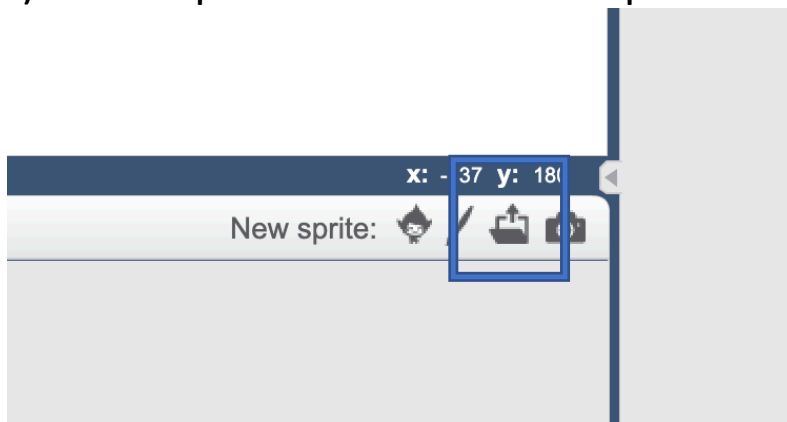
5) Switch to the text tool



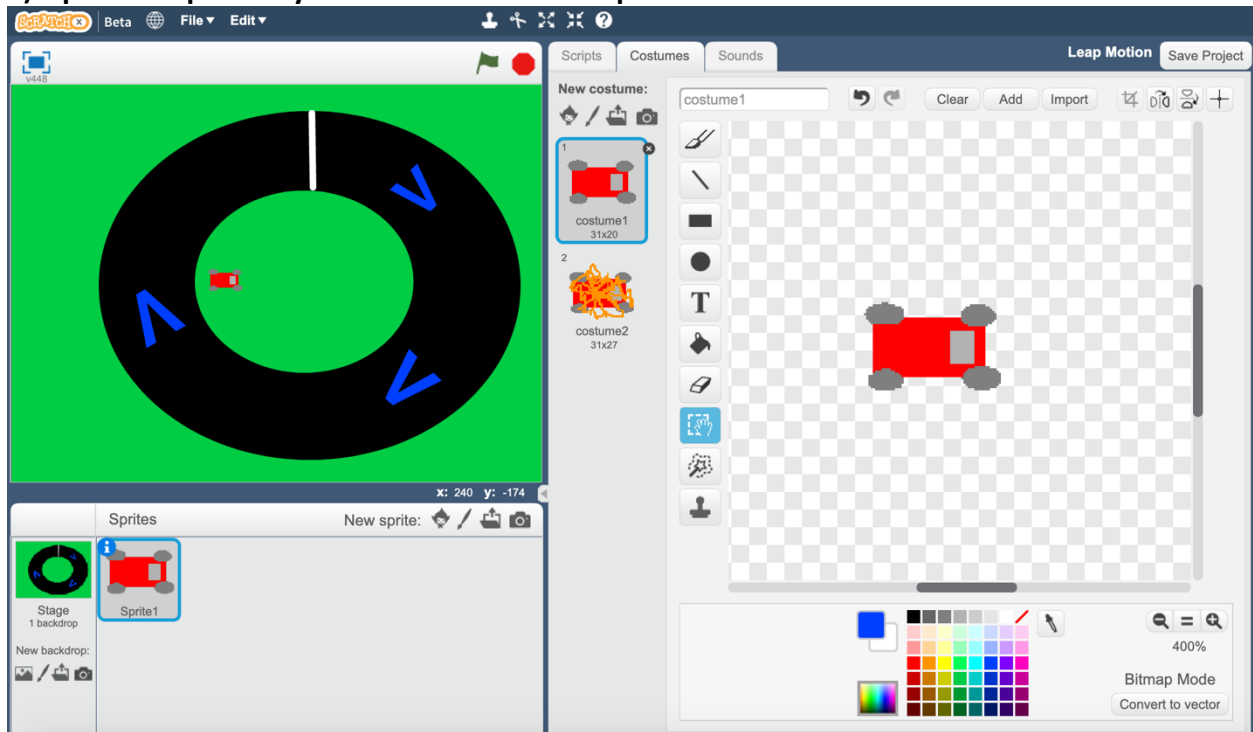
6) Create a blue 'V', resize it and place it on the track



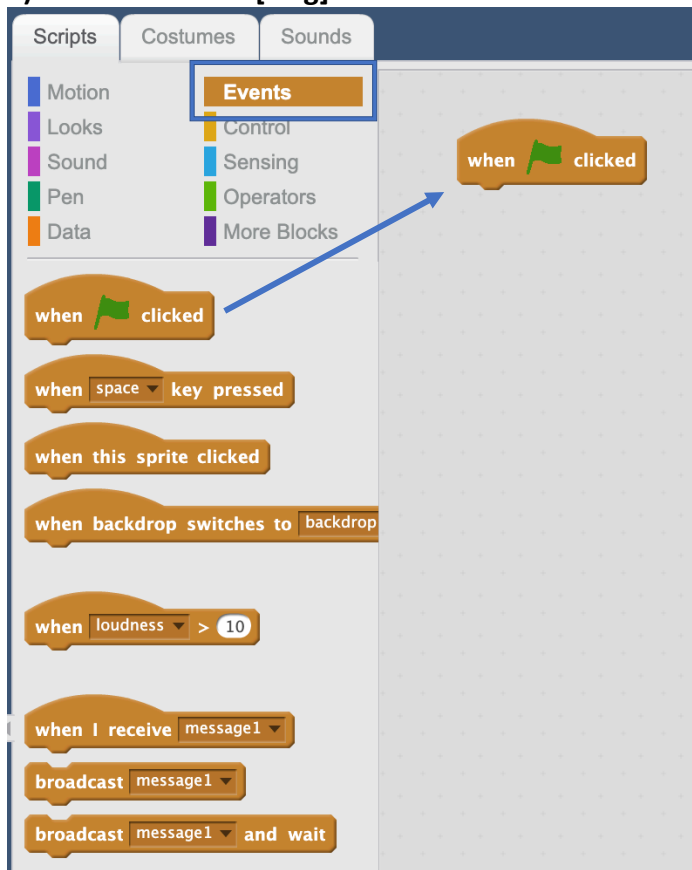
7) Click the "Open" button on the left window pane



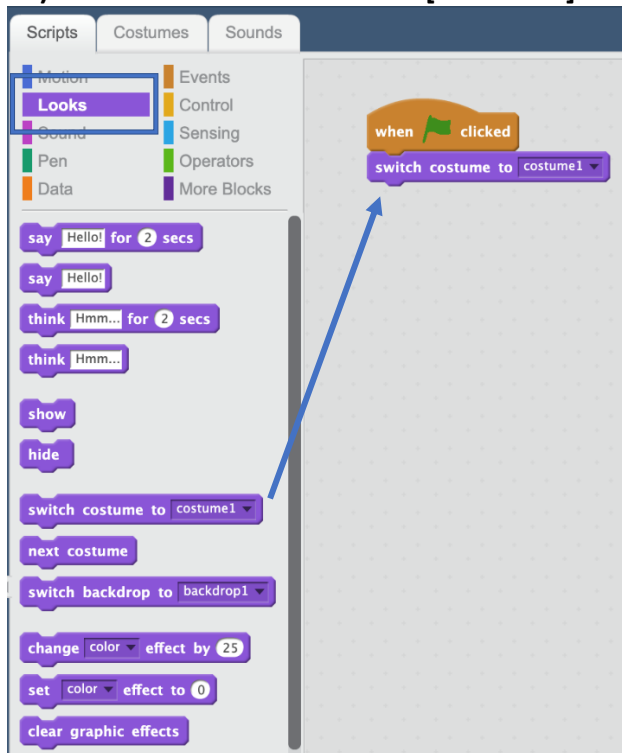
8) Open the Sprite of your choice in the file explorer



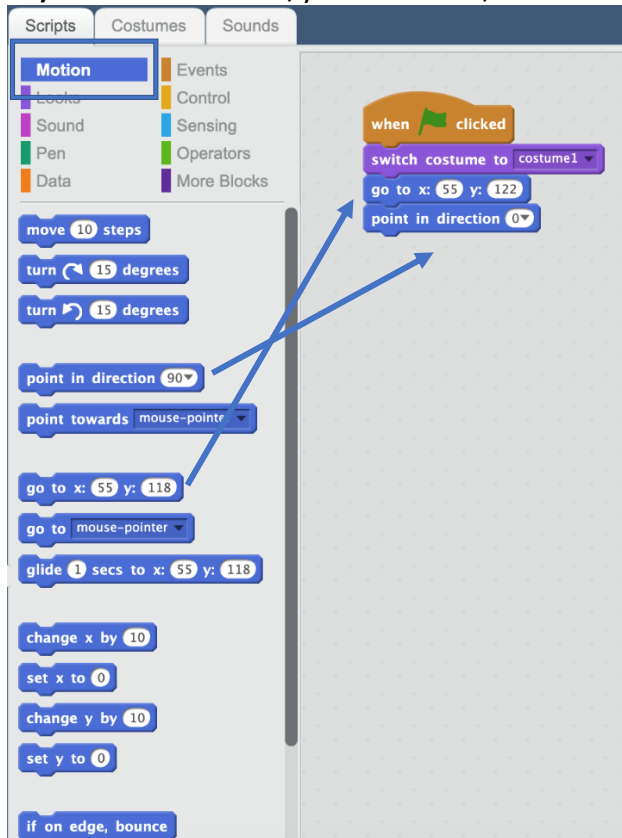
9) Events -> When [Flag] Clicked



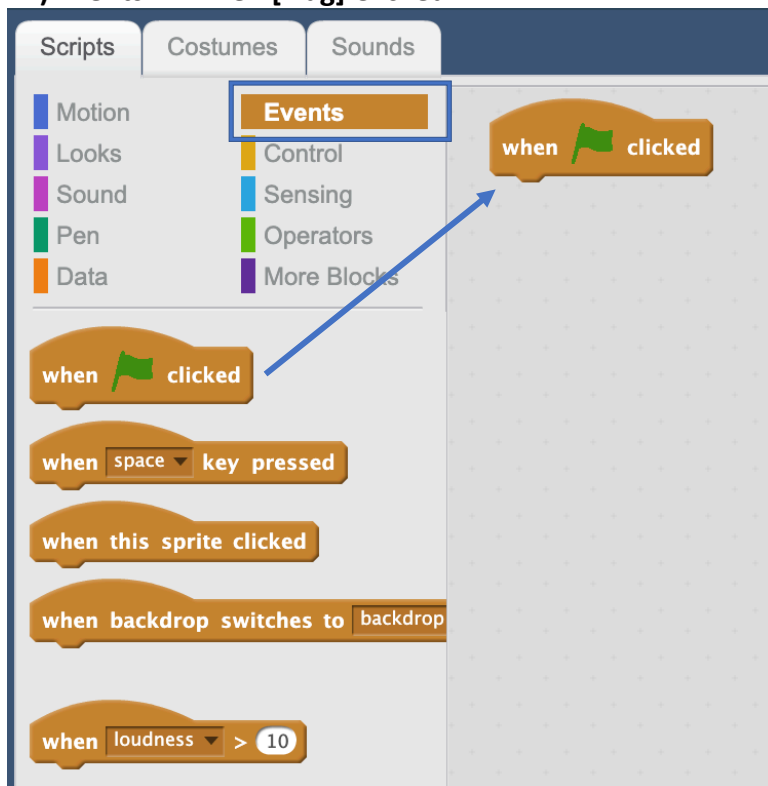
10) Looks -> Switch costume to [costume1]



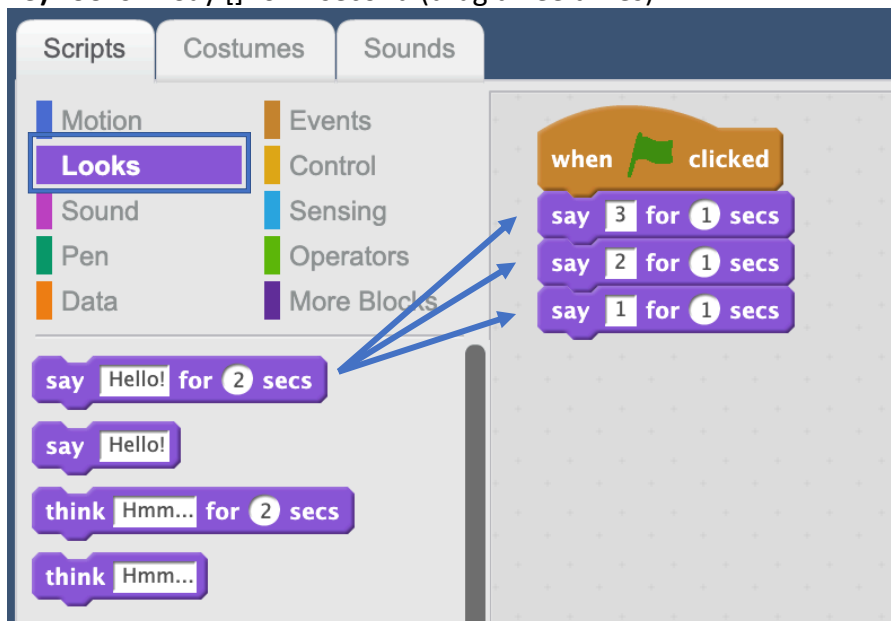
11) Motion -> Go to x/y coordinates / Motion -> Point in direction 90 (right)



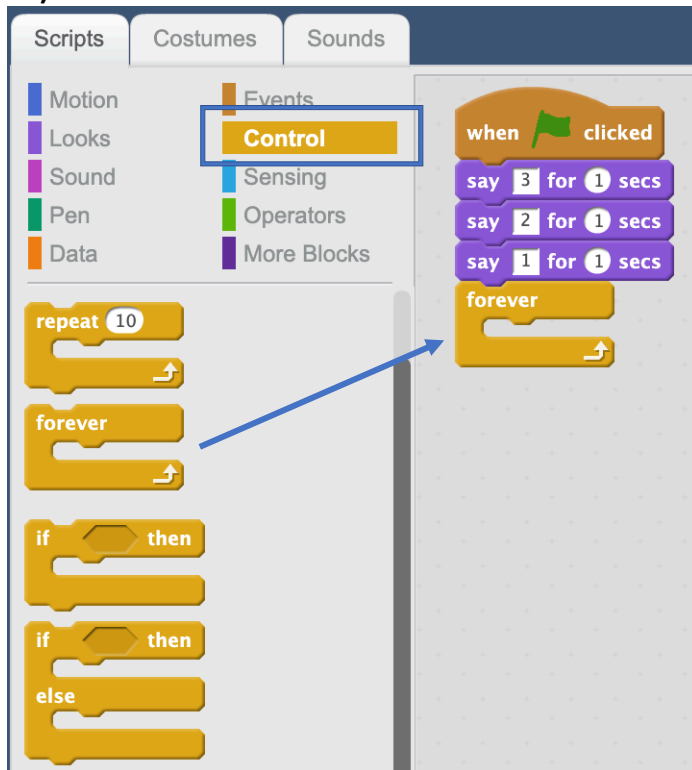
12) Events -> When [Flag] Clicked



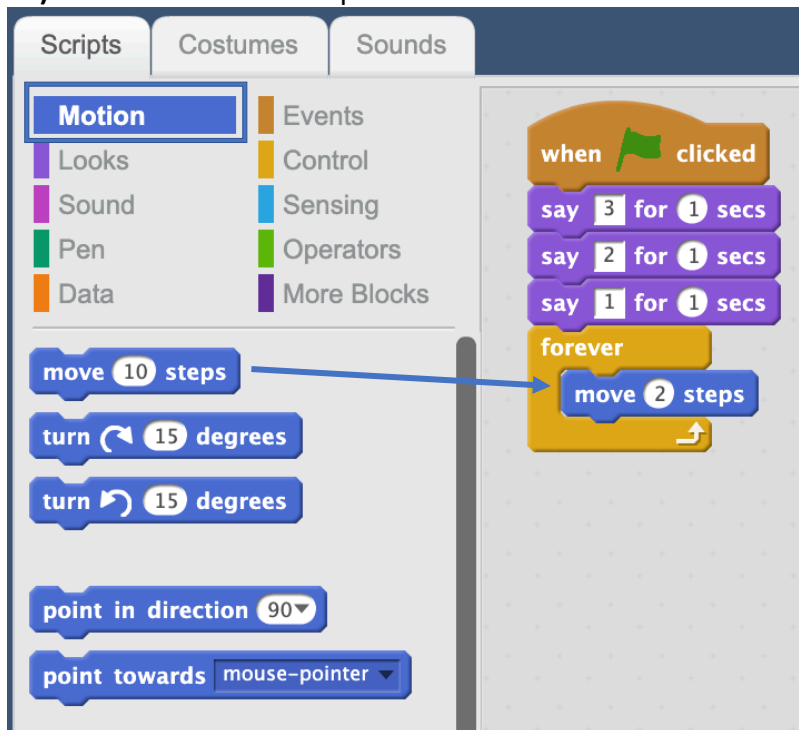
13) Looks -> Say [] for 1 second (drag three times)



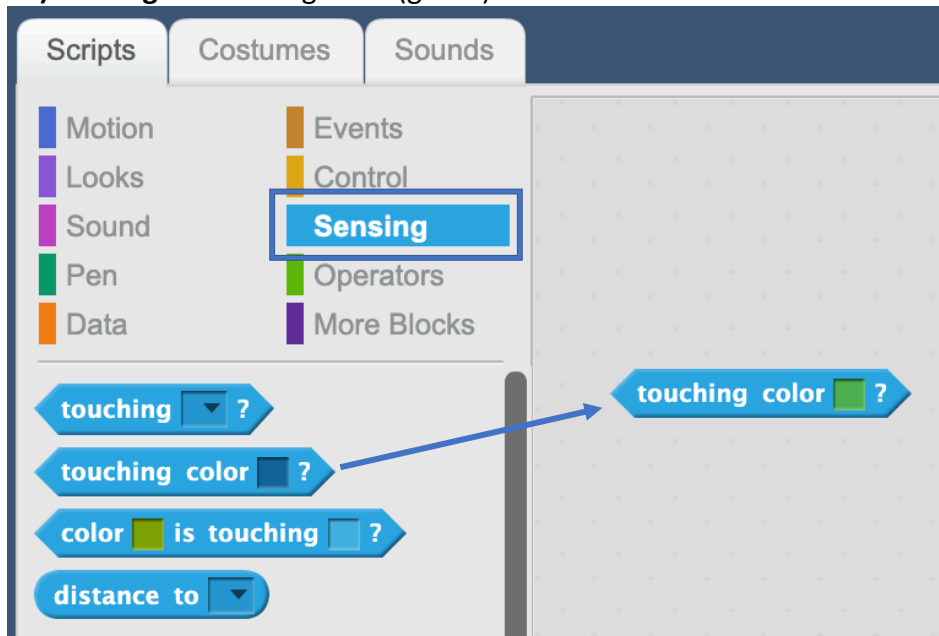
14) Control -> Forever



15) Motion -> Move 2 steps



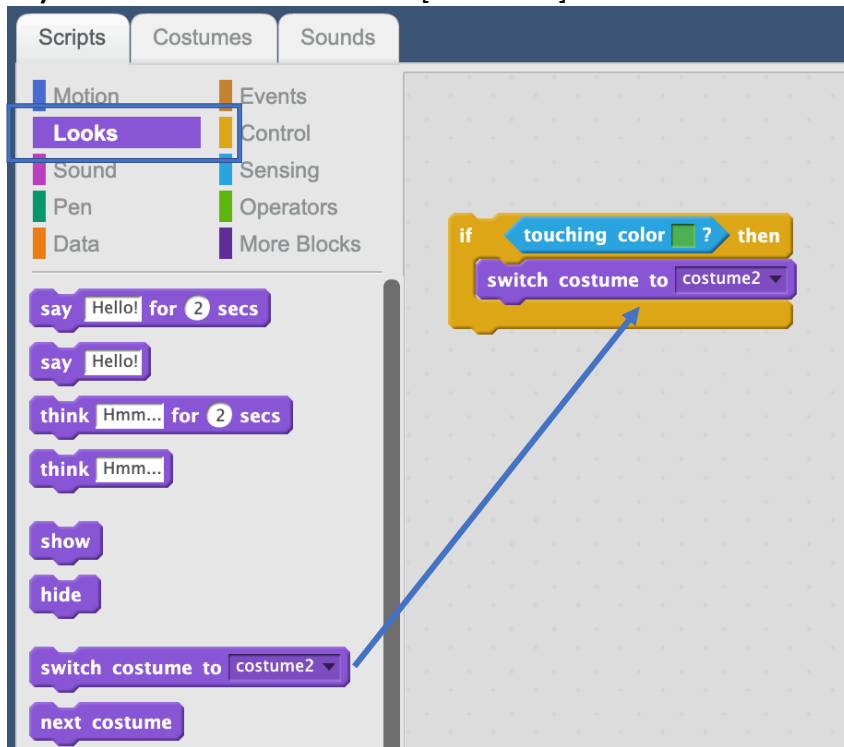
16) Sensing -> Touching color (green) -> click the "color" box then click the background



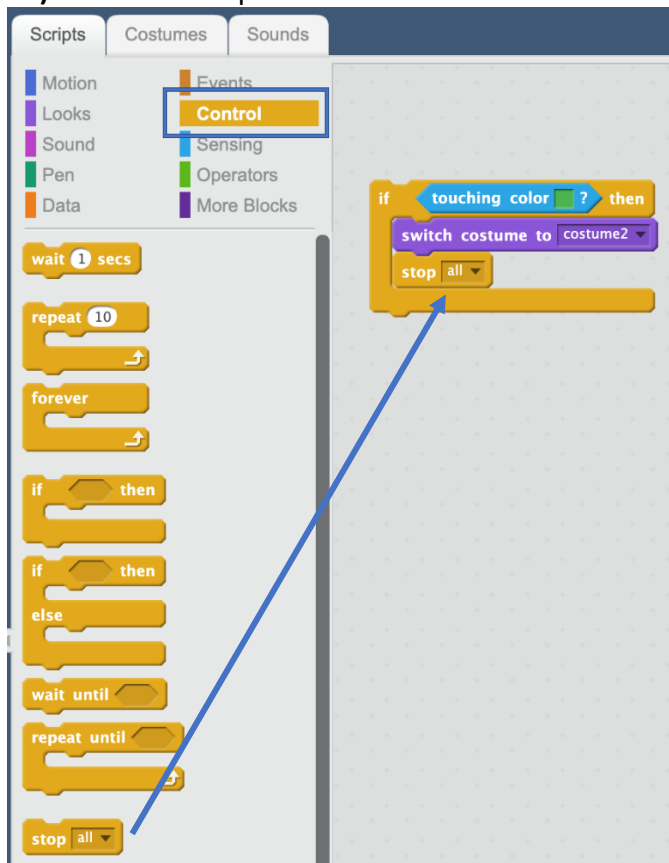
17) Control -> If / then



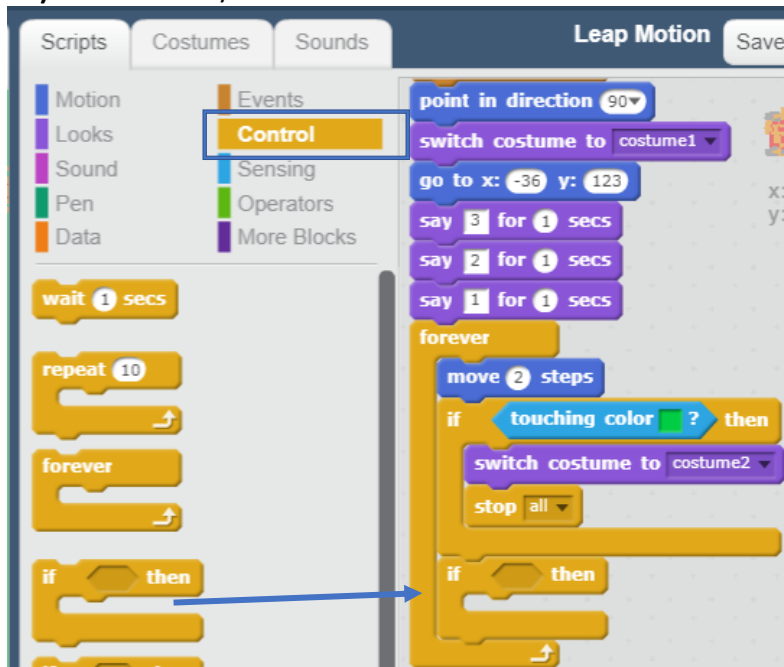
18) Looks -> Switch costume to [costume2]



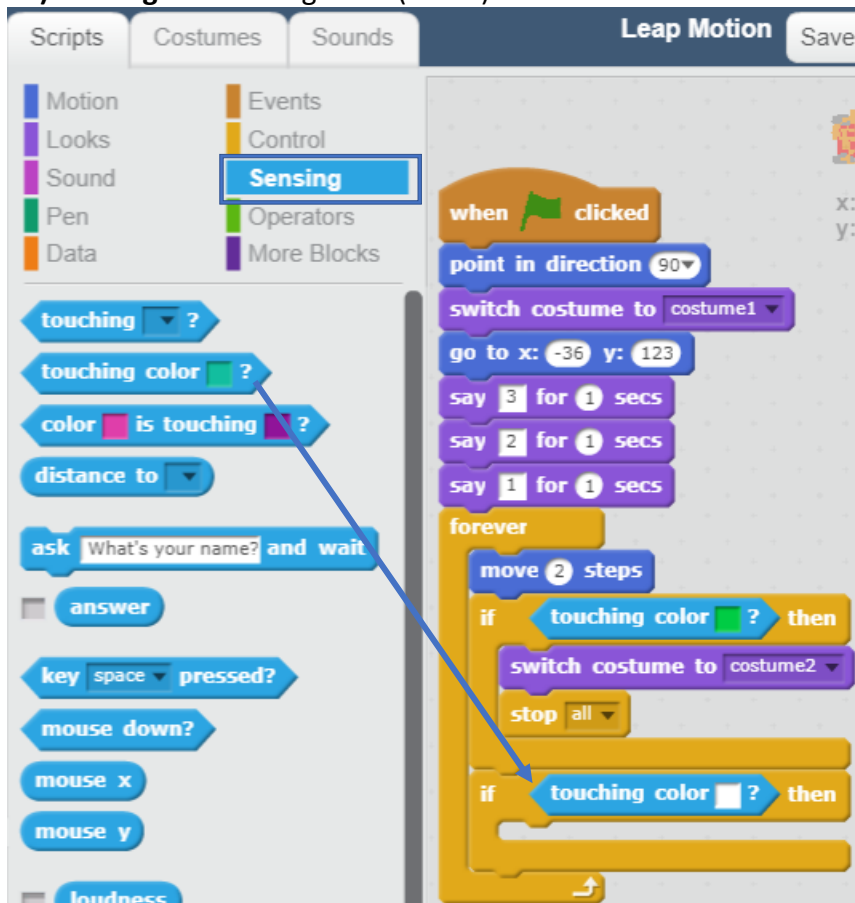
19) Control -> Stop all



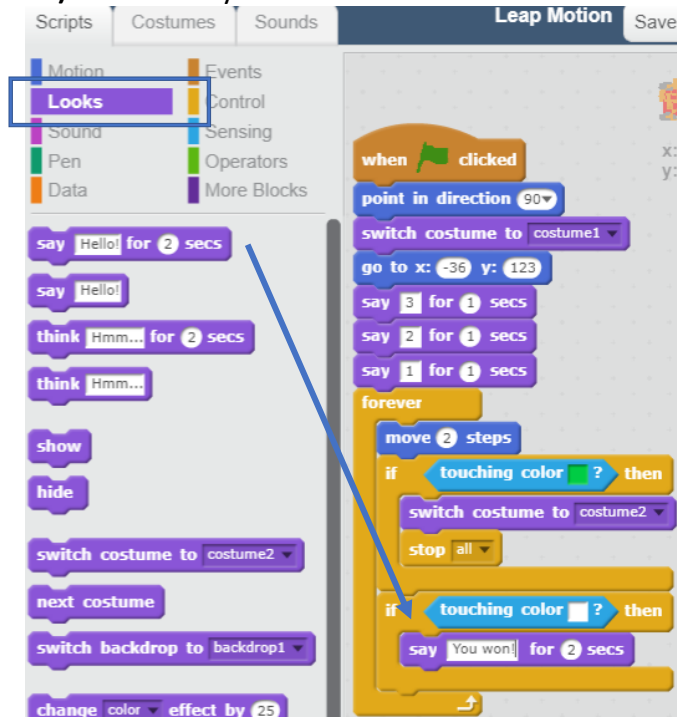
20) Control -> If / then



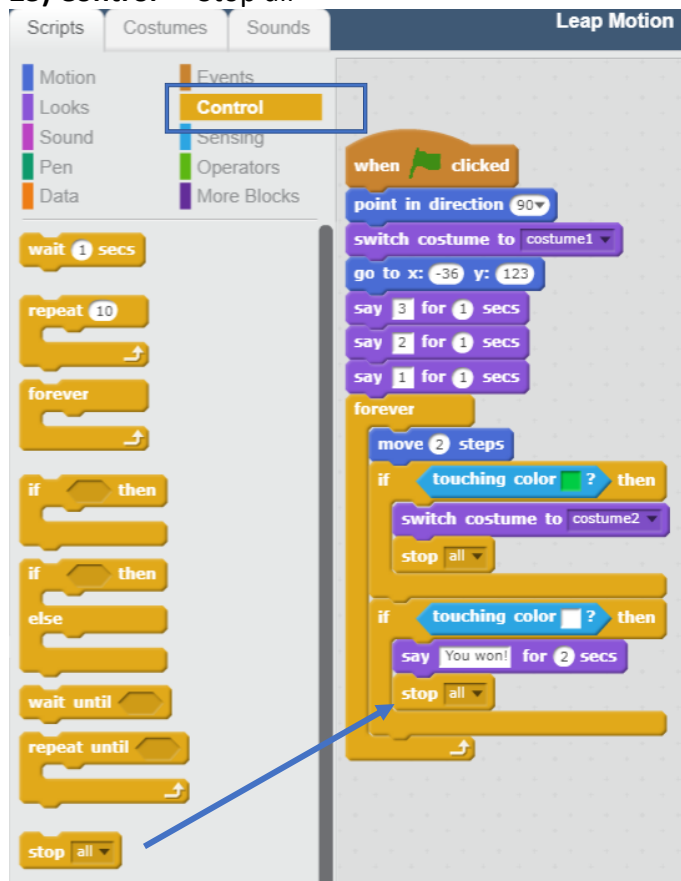
21) Sensing -> Touching color (white) -> click the "color" box then click the white line



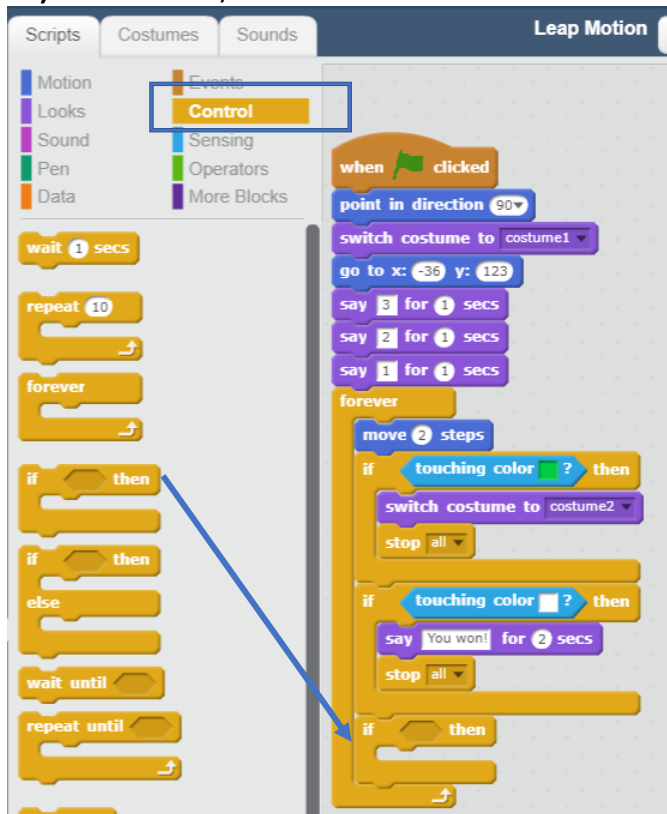
22) Looks -> Say "You won!" for 2 seconds



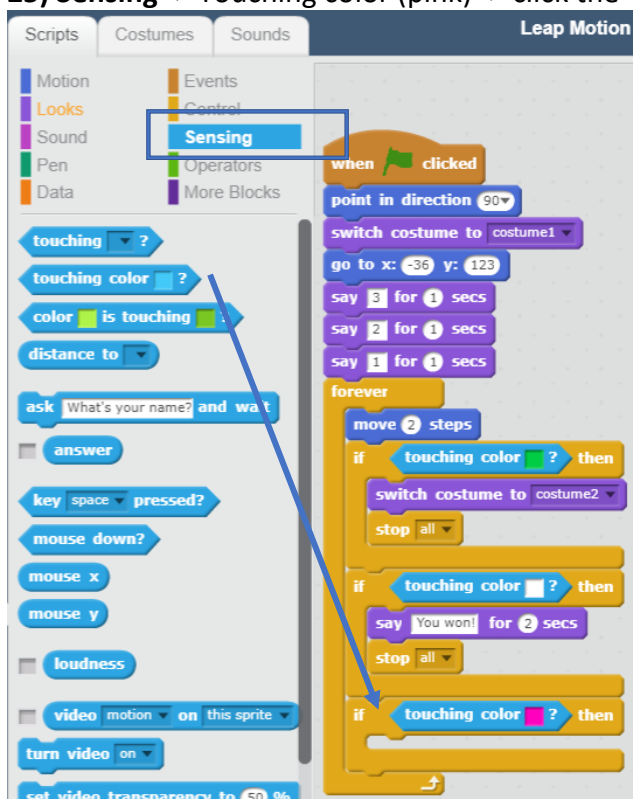
23) Control -> Stop all



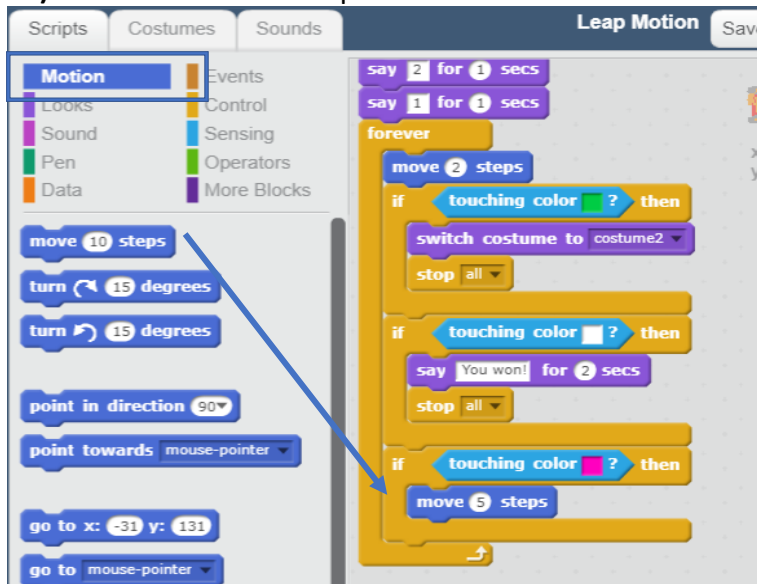
24) Control -> If / then



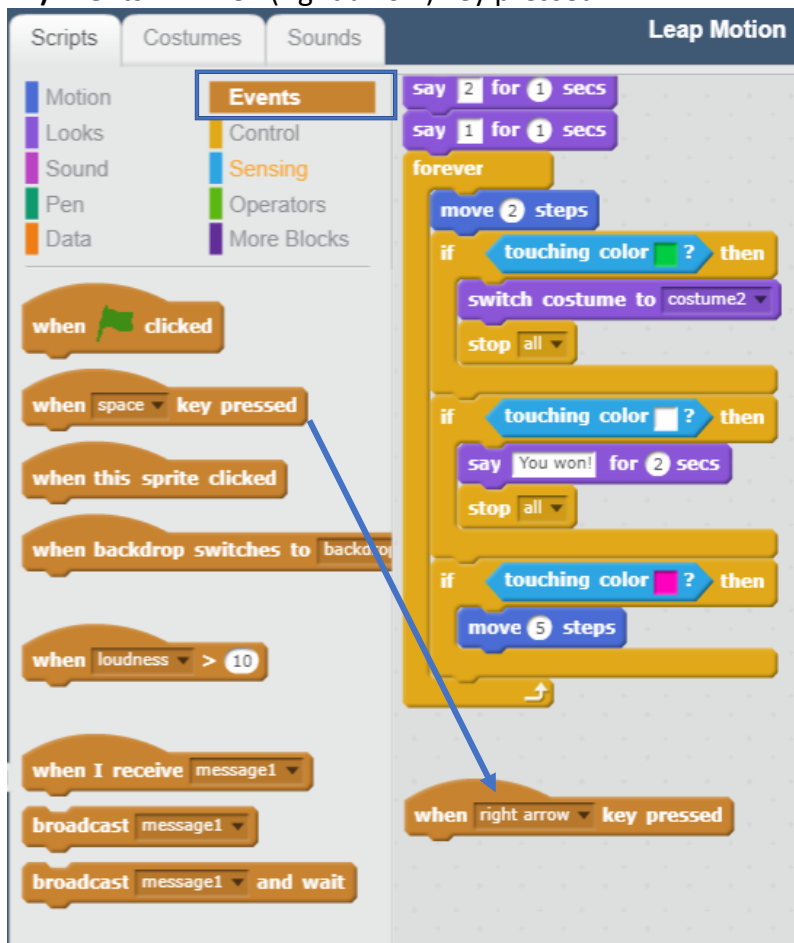
25) Sensing -> Touching color (pink) -> click the “color” box then click the boost “V”



26) Motion -> Move 5 steps



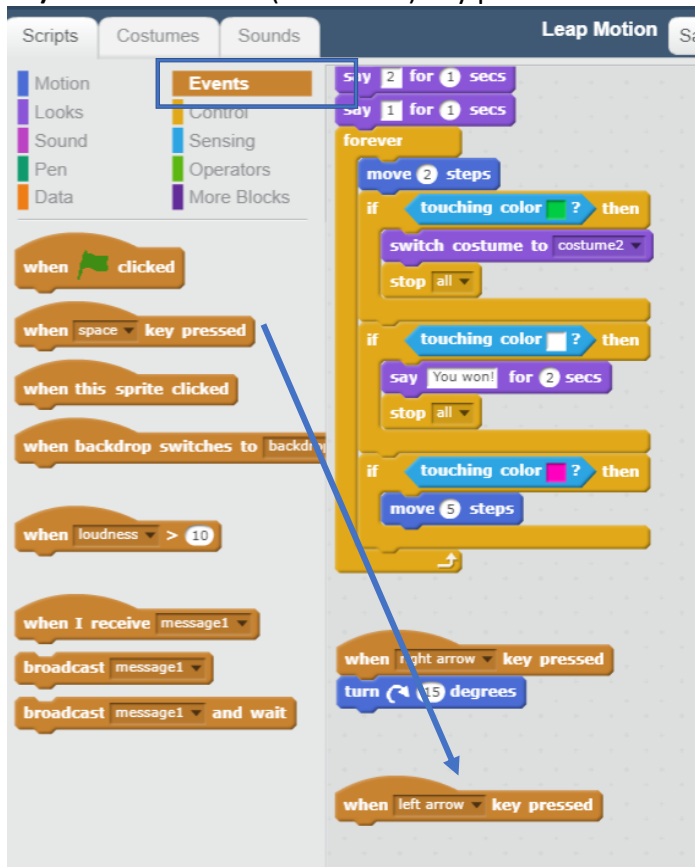
27) Events -> When (right arrow) key pressed



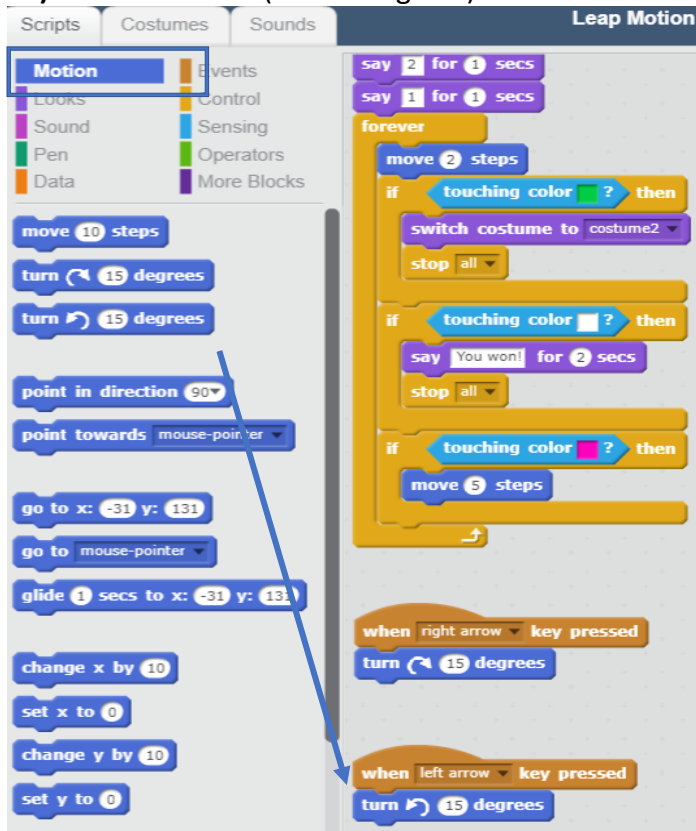
28) Motion -> Turn (right 15 degrees)



29) Events -> When (left arrow) key pressed



30) Motion -> Turn (left 15 degrees)



Summary

Steps 9-11: What happens when you start the game?

Set the car's X / Y start coordinates, the direction that car is facing, and the non-crashed car

Steps 14-15: What about moving forward?

The "forever" block will continue moving the car forward indefinitely

Steps 16-19: What about crashing? How do they know they've crashed?

The "if" statement will stop the car from moving and change it to a crashed car when it touches the "green" color

Steps 20-23: What about winning? What signals that you've won the game?

If the car touches the white line, you've won. Display a winning message and stop the game.

Steps 24-26: What about "boost"? How do we make the car go faster?

If the car touches the pink "V" we want it to go faster. Instead of moving just 2 steps, we want to move 5 steps.

Steps 27-30: How do we steer the car?

The "listeners" watch for the left / right keyboard arrows and then turn the car 15 degrees. You can change the "15 degrees" value to make the car turn more / less. Try it!