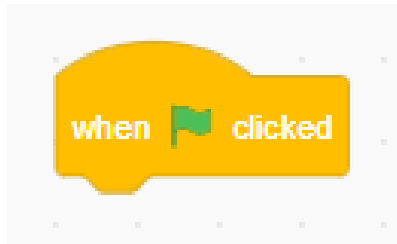
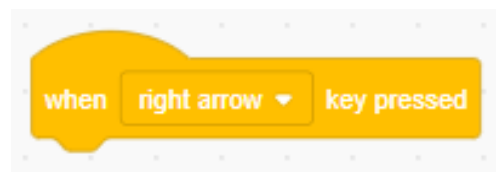


# **Leap For Mankind Commented Code**

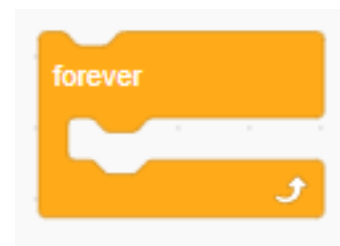
## Leap For Mankind Commented Code



This means when the green flag is clicked, all the code attached to this block will execute.



This means when the specified key is pressed, all the code attached to this block will execute.



Anything put inside a forever loop will repeat forever until the game ends or the red flag is clicked.

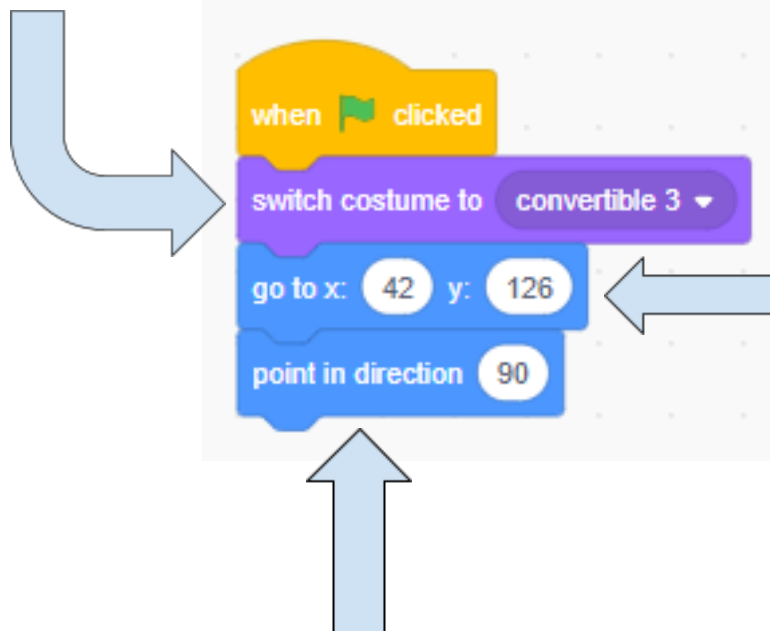


An If-Then block will only run when the condition is met. If a condition is met, then the code inside will execute until the condition is no longer met.

# Sprite Placement

When the green flag is clicked, the car sprite will change to the specified costume and be positioned at its starting position.

This changes  
the sprite  
costume.

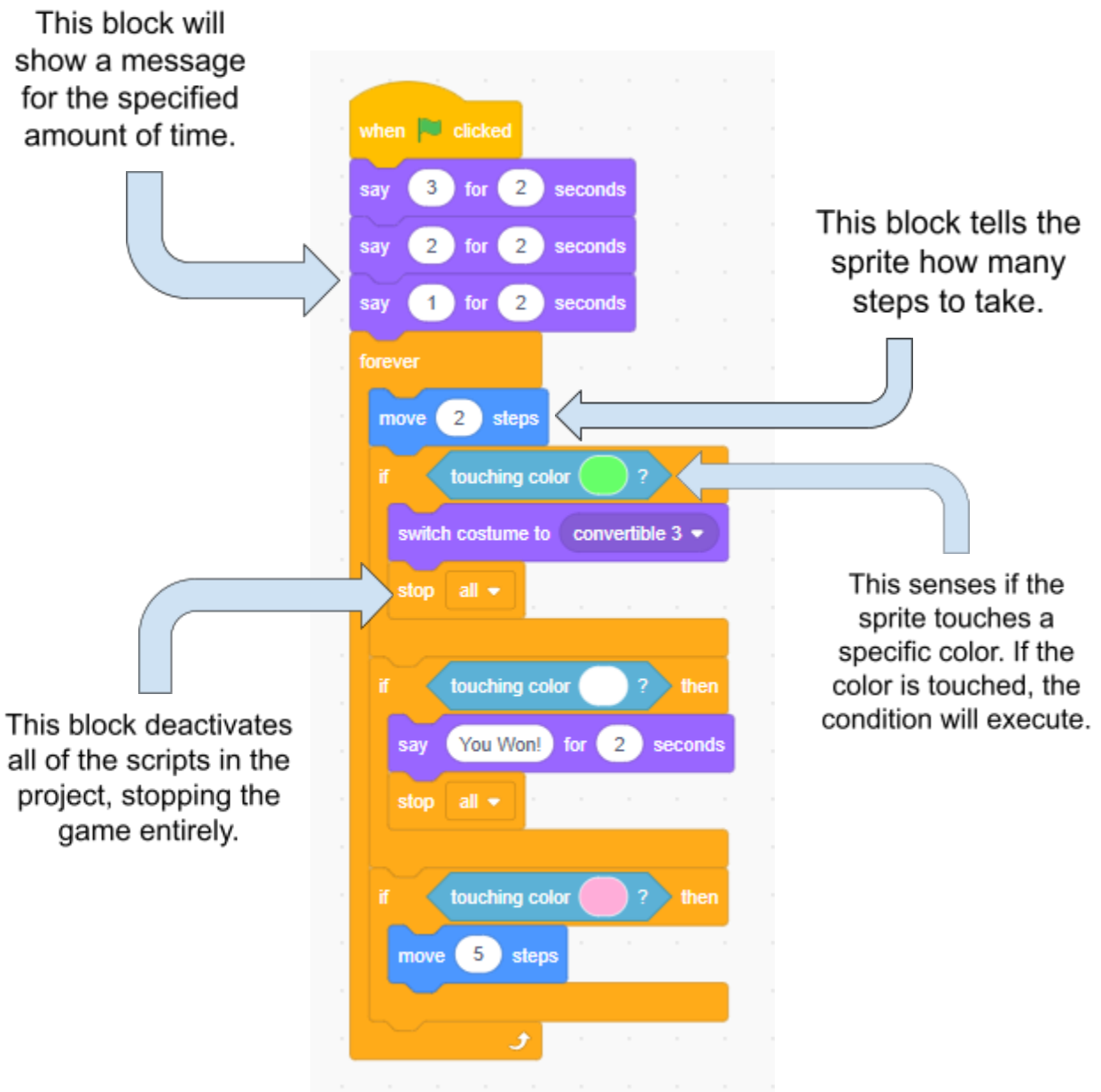


This sets the x and  
y coordinates for  
the sprite's starting  
position.

This sets the initial direction  
the sprite will face.

# Game Logic

When the green flag is clicked, the sprite will show a countdown message before it begins the forever loop where it will repeatedly move 2 steps until a condition is met.



# Car Rotation

When the specified button is clicked, the car will rotate in the specified direction.

Similar to the green flag, when the specified button is clicked, all the code attached to this block will execute.

