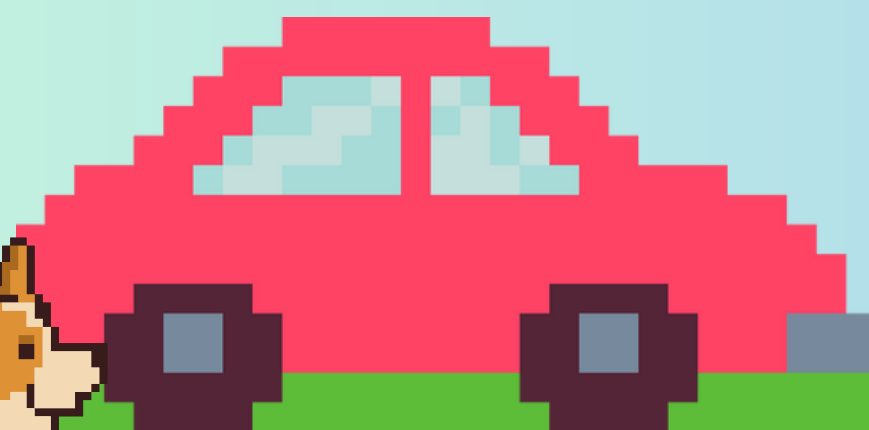


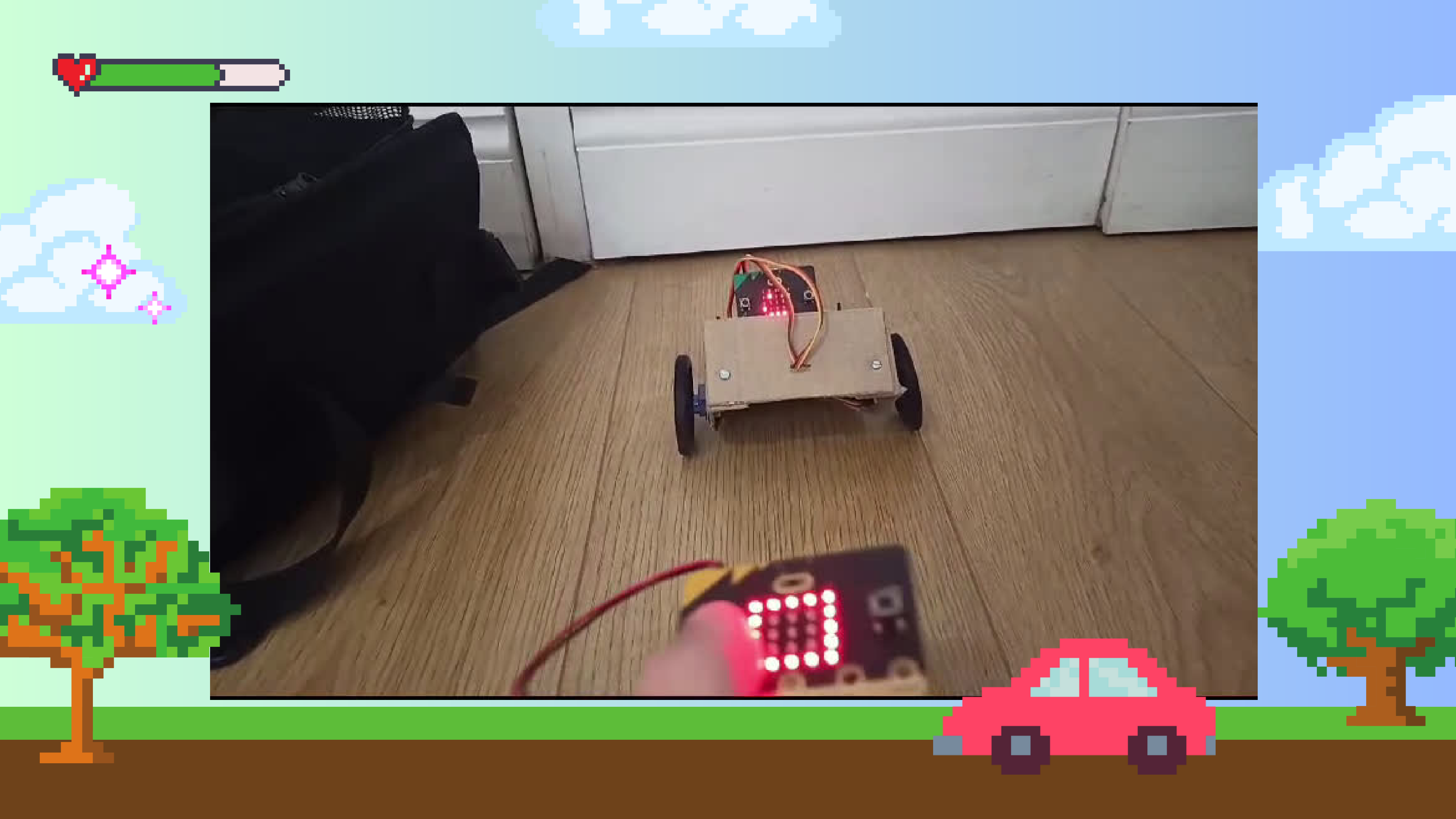
ROBOT CAR

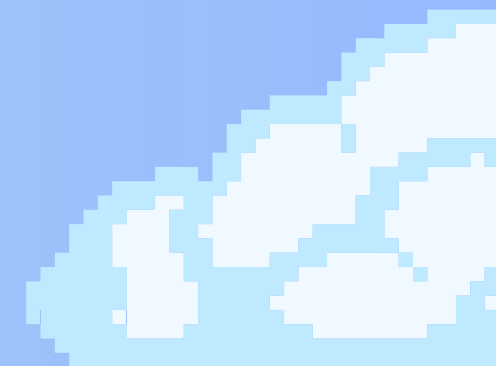
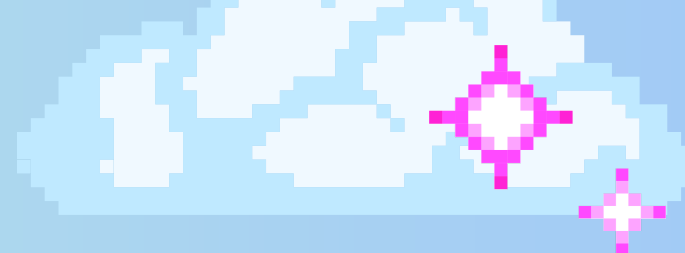
28th February 2024



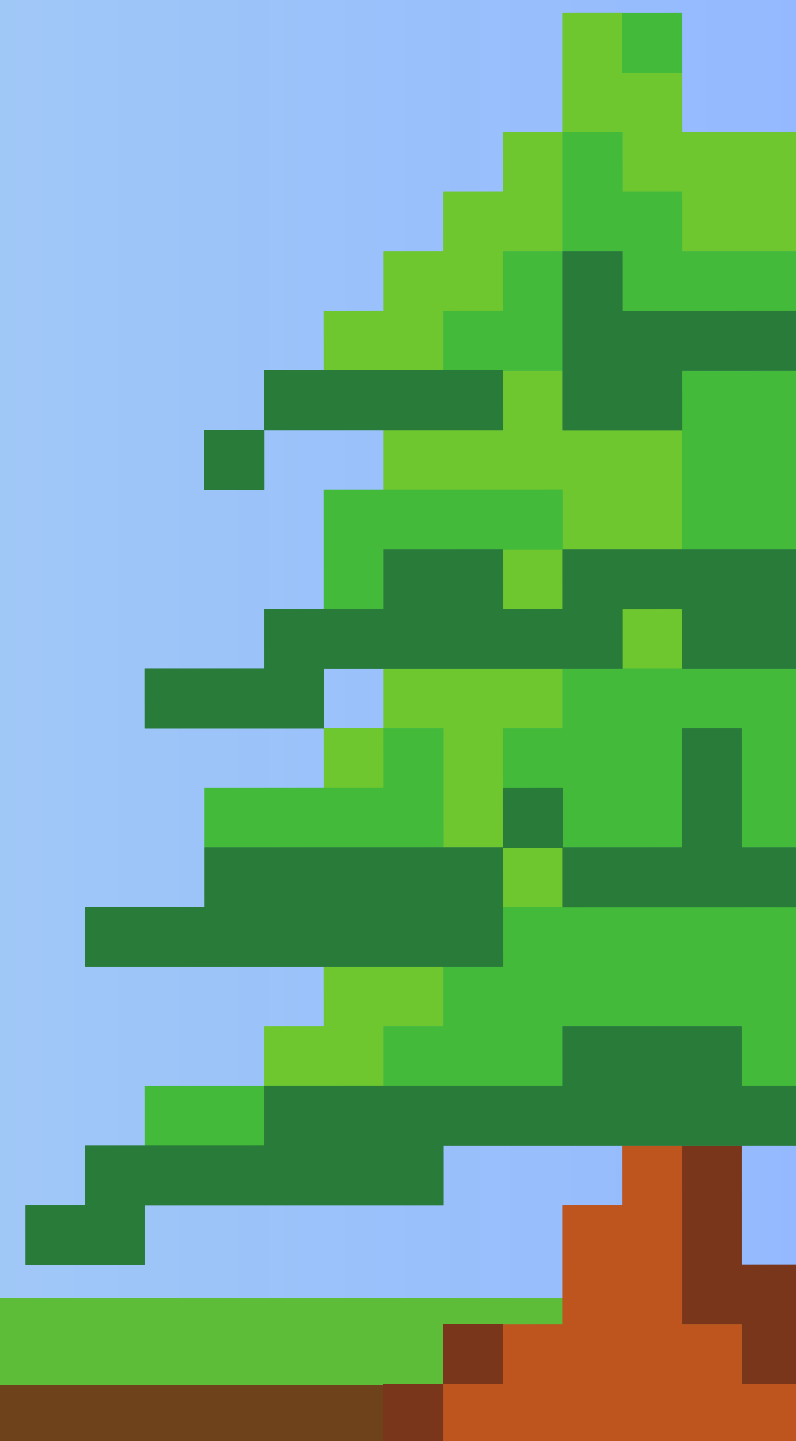


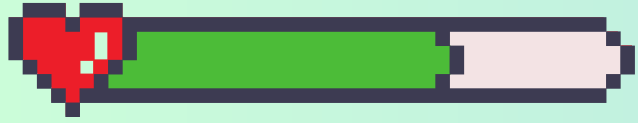
DEMO





CONTROLLER





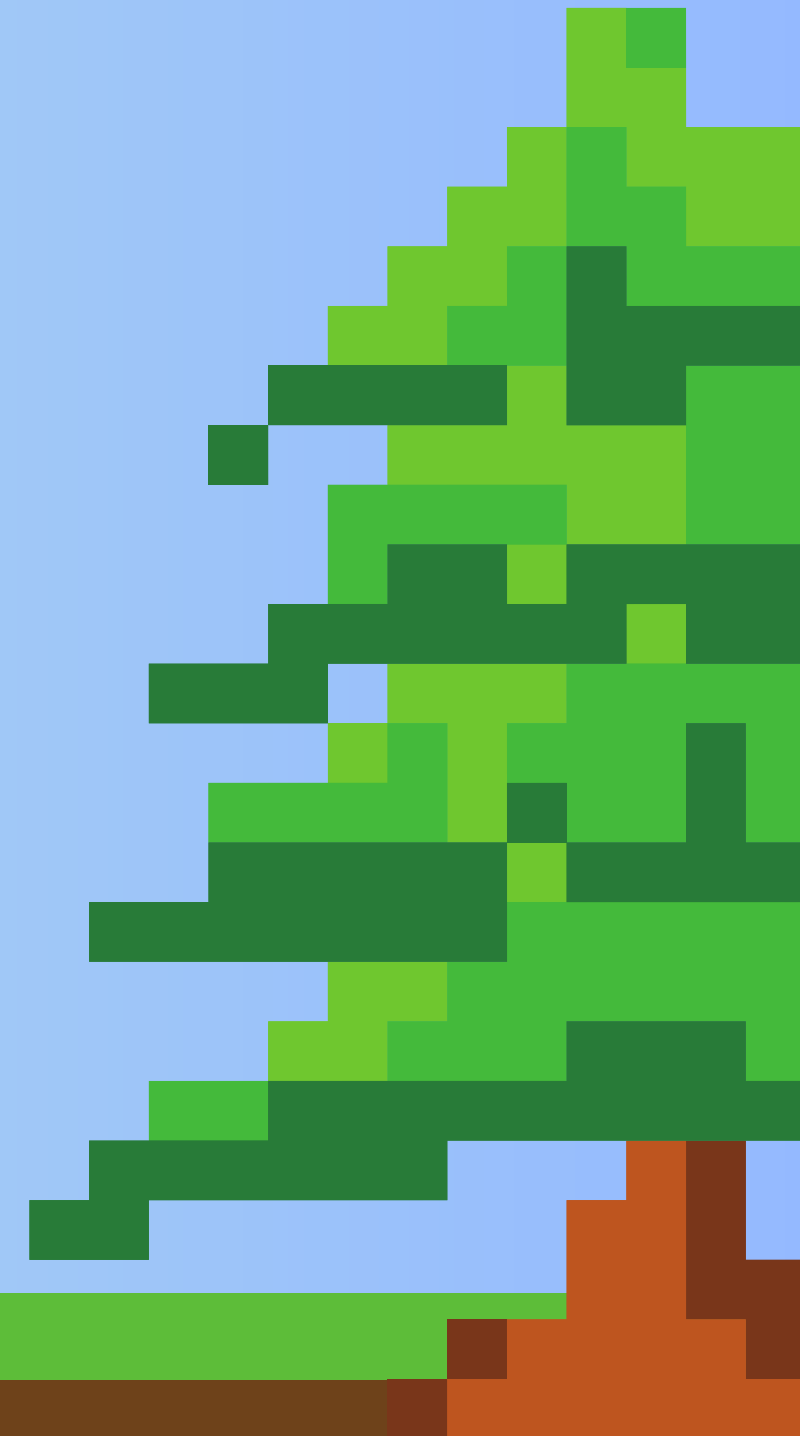
```
on start
  show icon [grid icon]
  radio set group 1
```

```
on tilt left
  radio send string "left"
  pause (ms) 1000
  radio send string "stop"
```

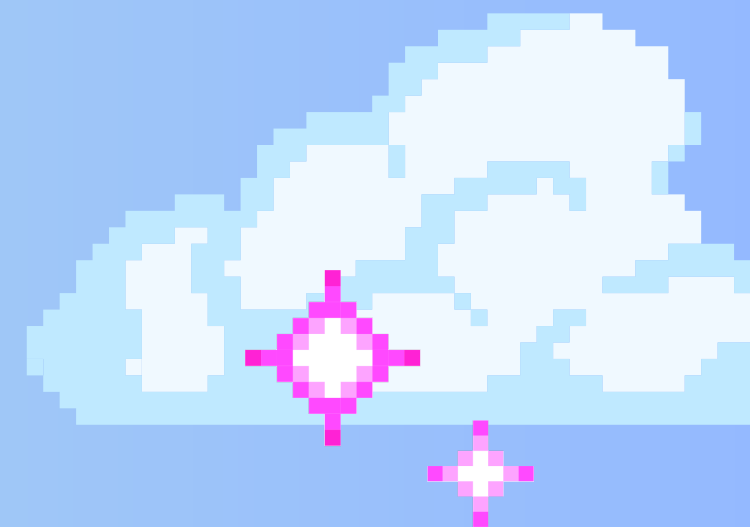
```
on tilt right
  radio send string "right"
  pause (ms) 1000
  radio send string "stop"
```

```
on button A pressed
  radio send string "front"
  pause (ms) 1000
  radio send string "stop"
```

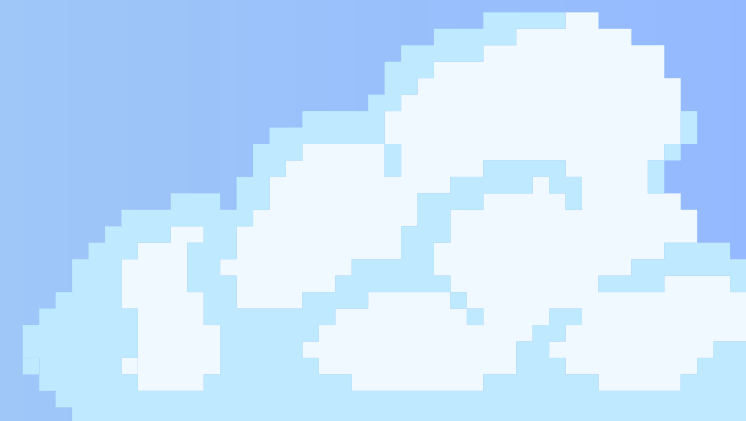
```
on button B pressed
  radio send string "back"
  pause (ms) 1000
  radio send string "stop"
```



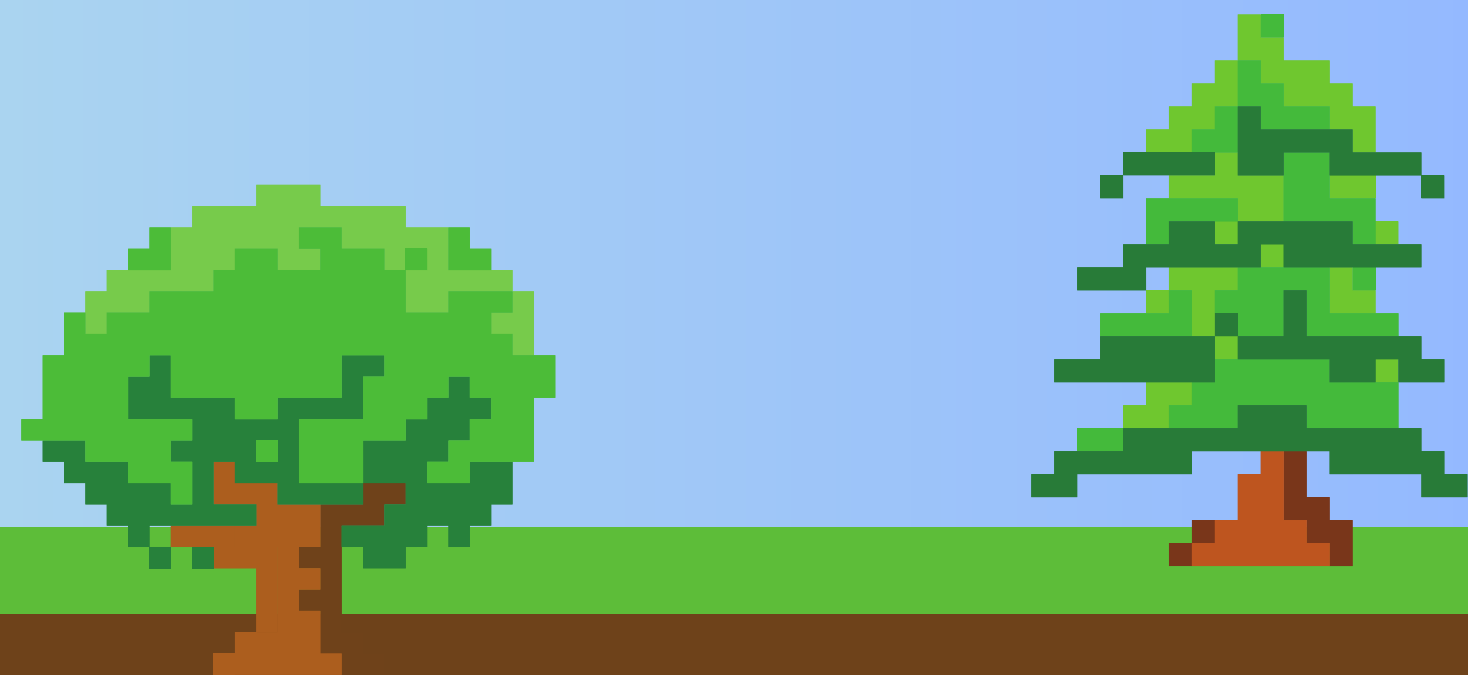
WHEELS

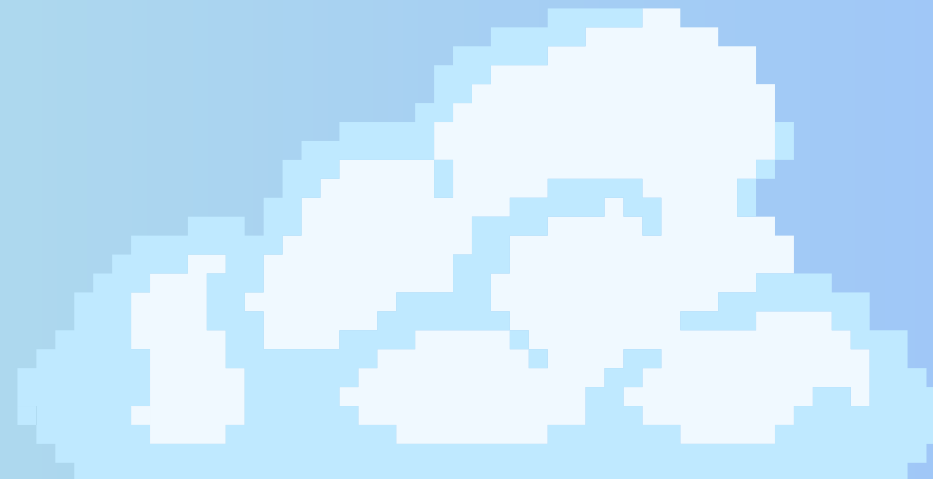


```
on radio received receivedString
  show icon [grid icon]
  if receivedString = "left" then
    servo write pin P0 to 180
    servo write pin P1 to 180
  +
  if receivedString = "right" then
    servo write pin P0 to 0
    servo write pin P1 to 0
  +
  if receivedString = "front" then
    servo write pin P0 to 0
    servo write pin P1 to 180
  +
  if receivedString = "back" then
    servo write pin P0 to 180
    servo write pin P1 to 0
  +
  if receivedString = "stop" then
    servo write pin P0 to 90
    servo write pin P1 to 90
  +
```

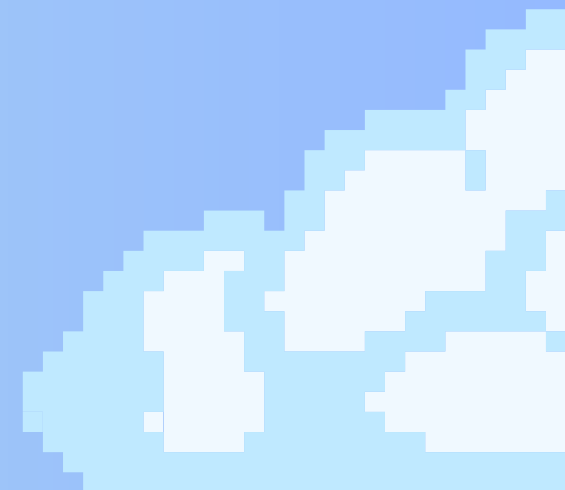


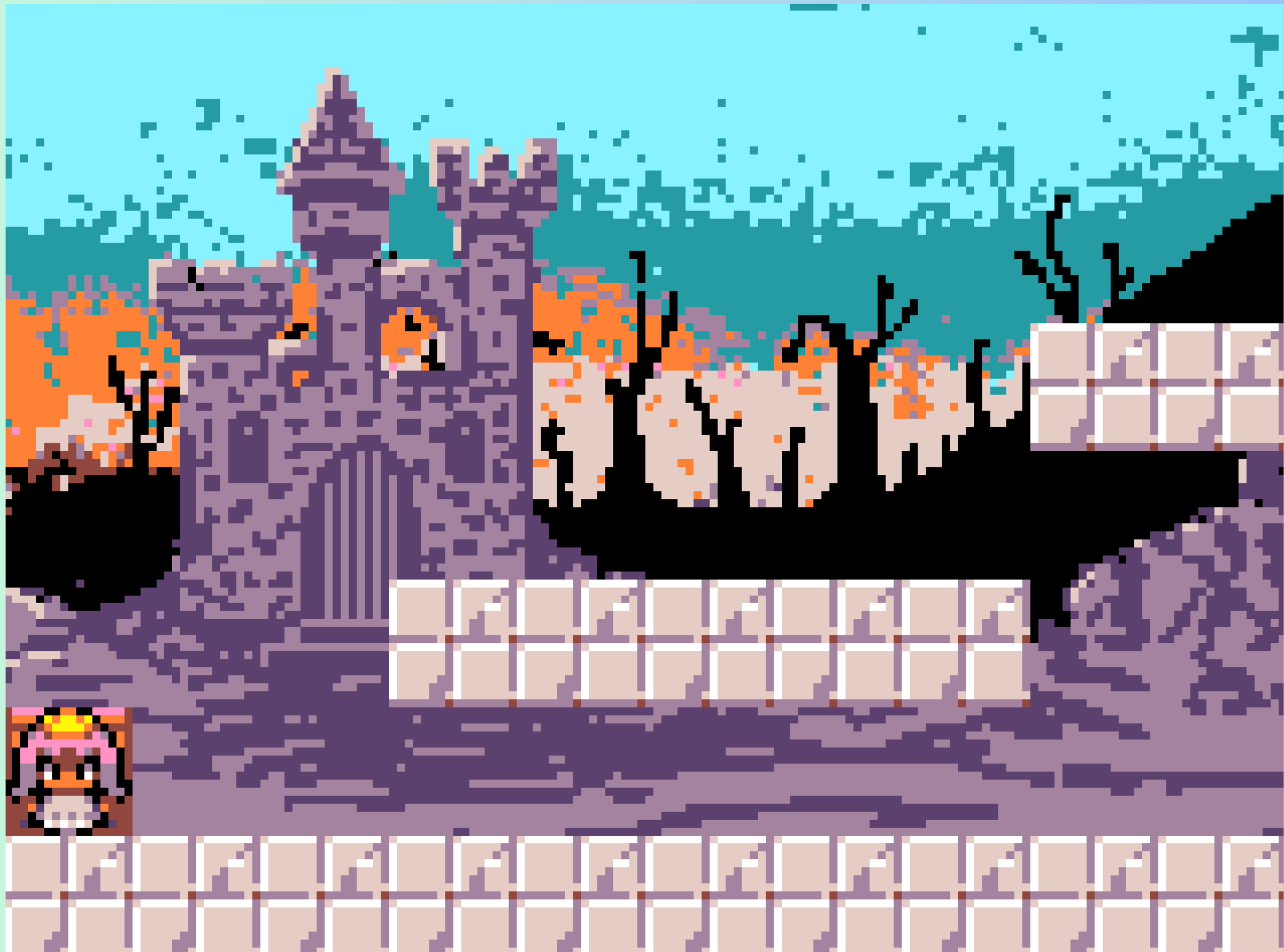
TEST YOUR CODE





PLATFORM







DEMO



on start

set mySprite to sprite of kind Player

set background image to

set tilemap to tilemap

place mySprite on top of random

camera follow sprite mySprite

move mySprite with buttons vx 100 vy 0

set PixelToMetres to 30

set Gravity to PixelToMetres x 10

set mySprite ay (acceleration y) to Gravity

on up button pressed

change mySprite vy (velocity y) by -175

play sound jump up until done

on sprite of kind Player overlaps at location

game over WIN