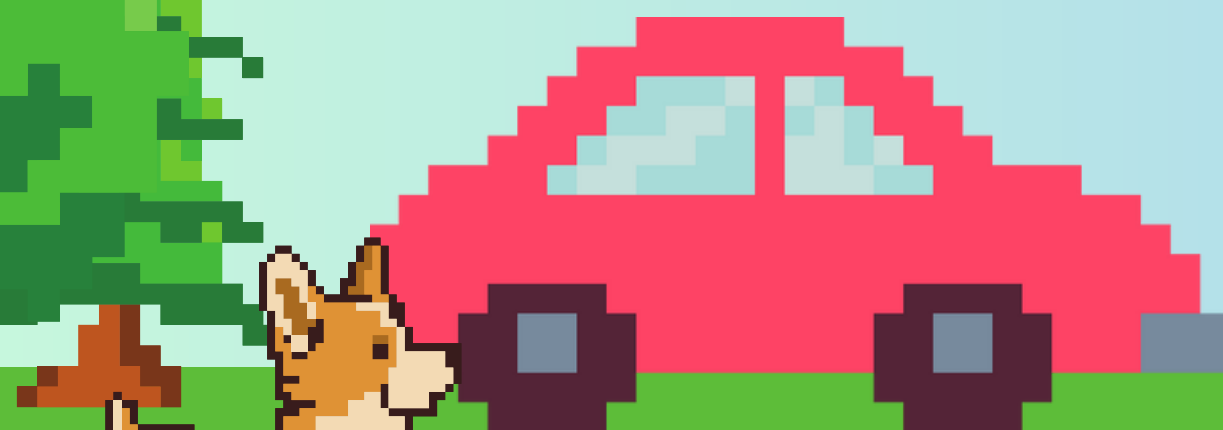


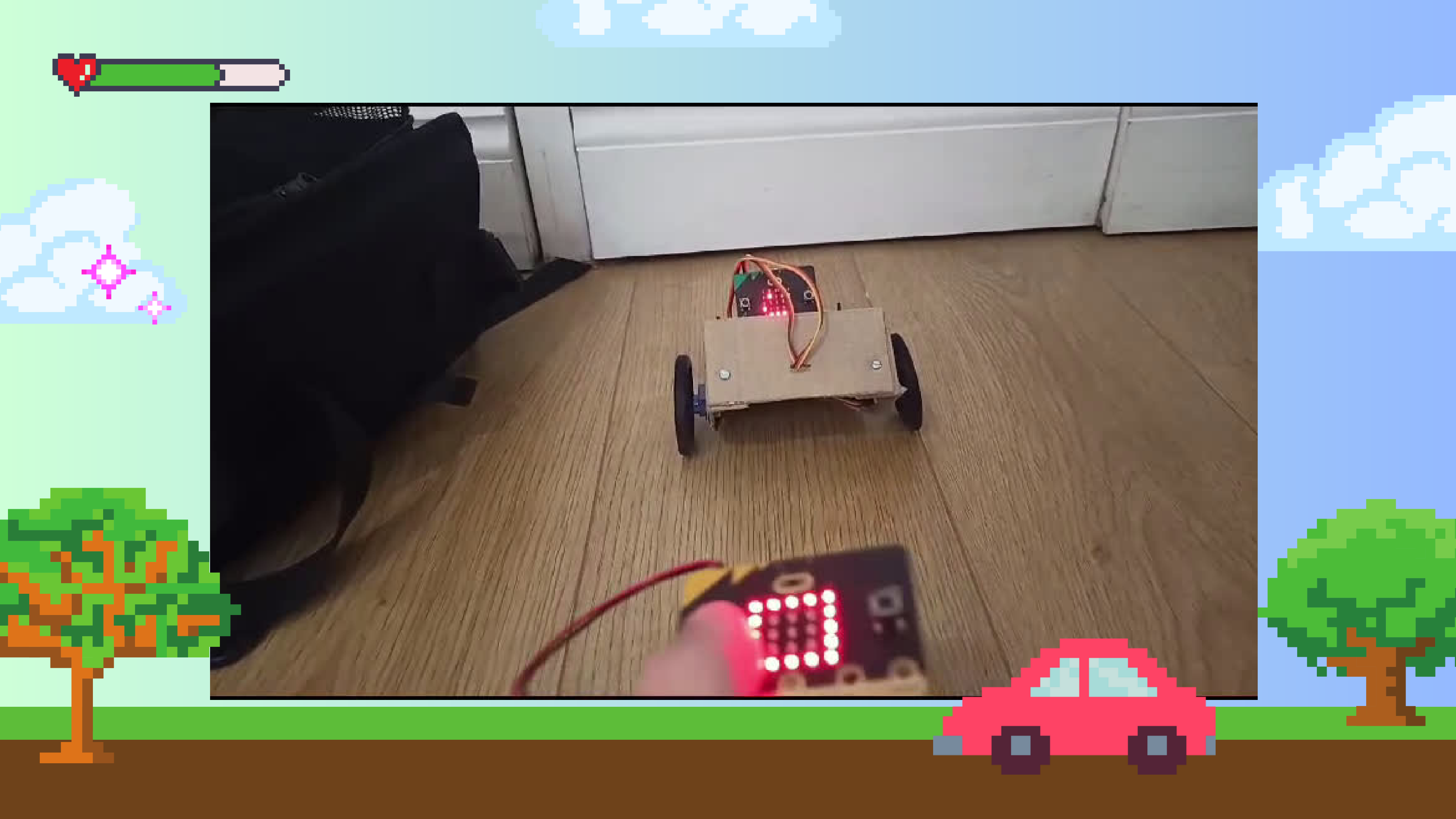
ROBOT CAR

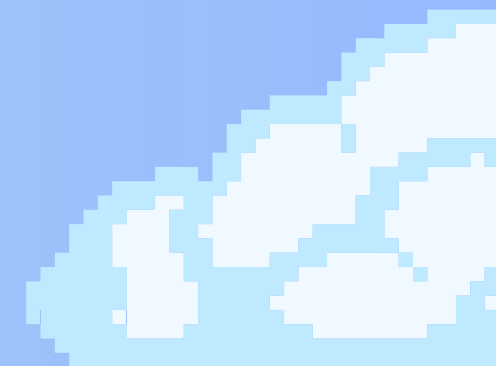
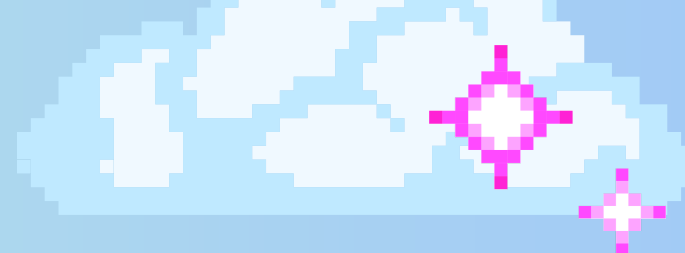
28th February 2024



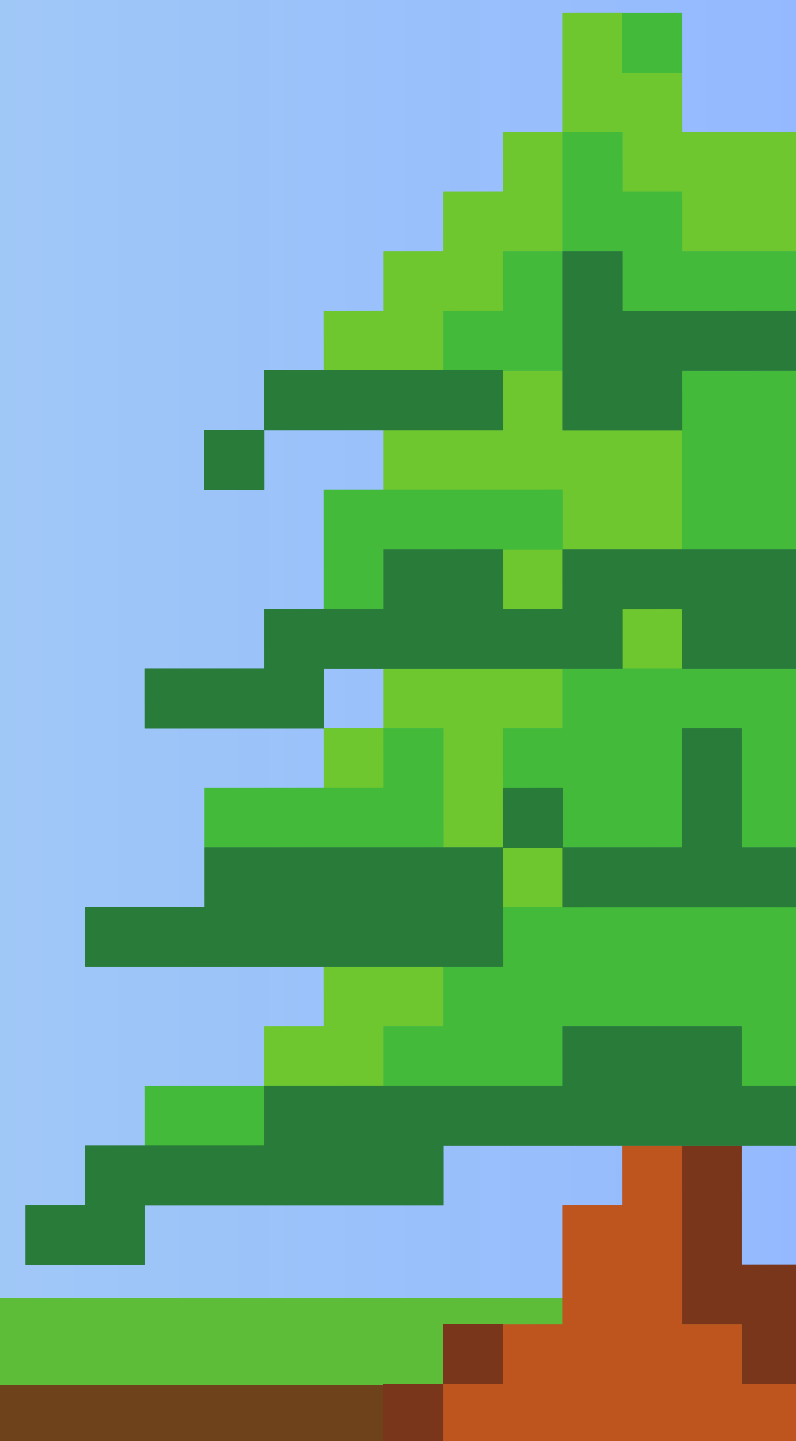


DEMO





CONTROLLER





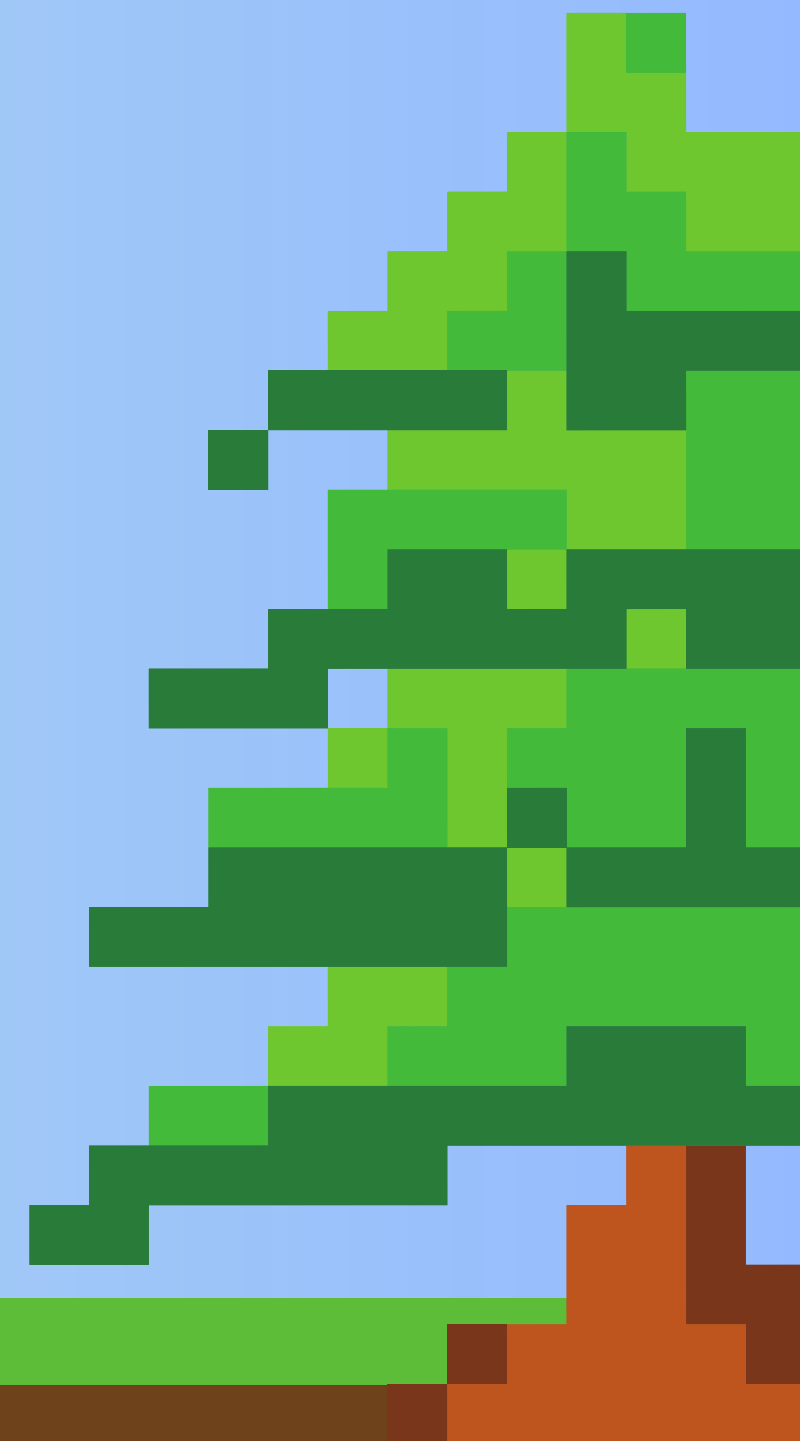
```
on start
  show icon [grid icon]
  radio set group 1
```

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

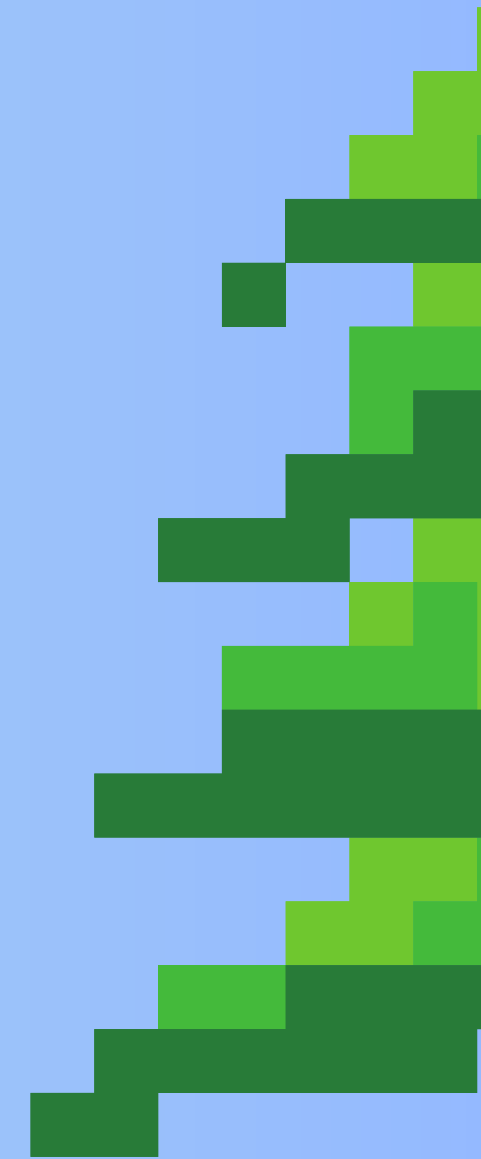
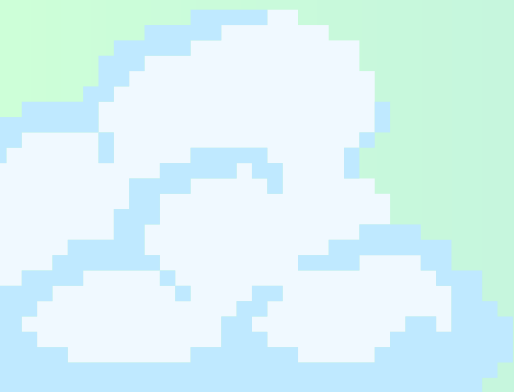
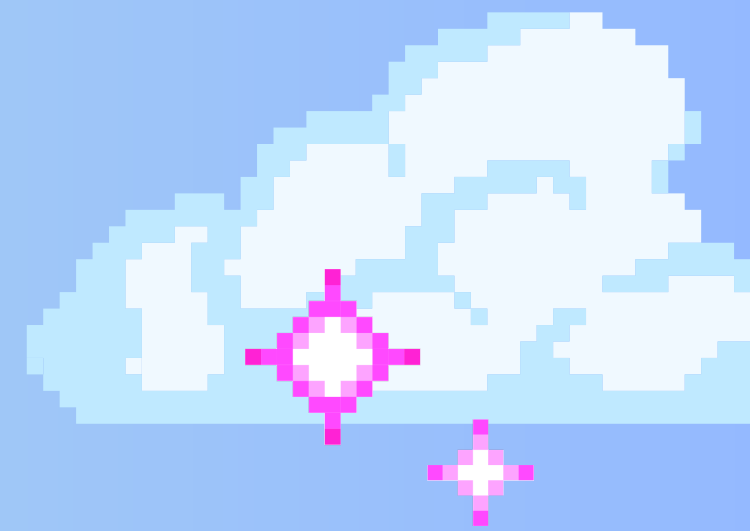
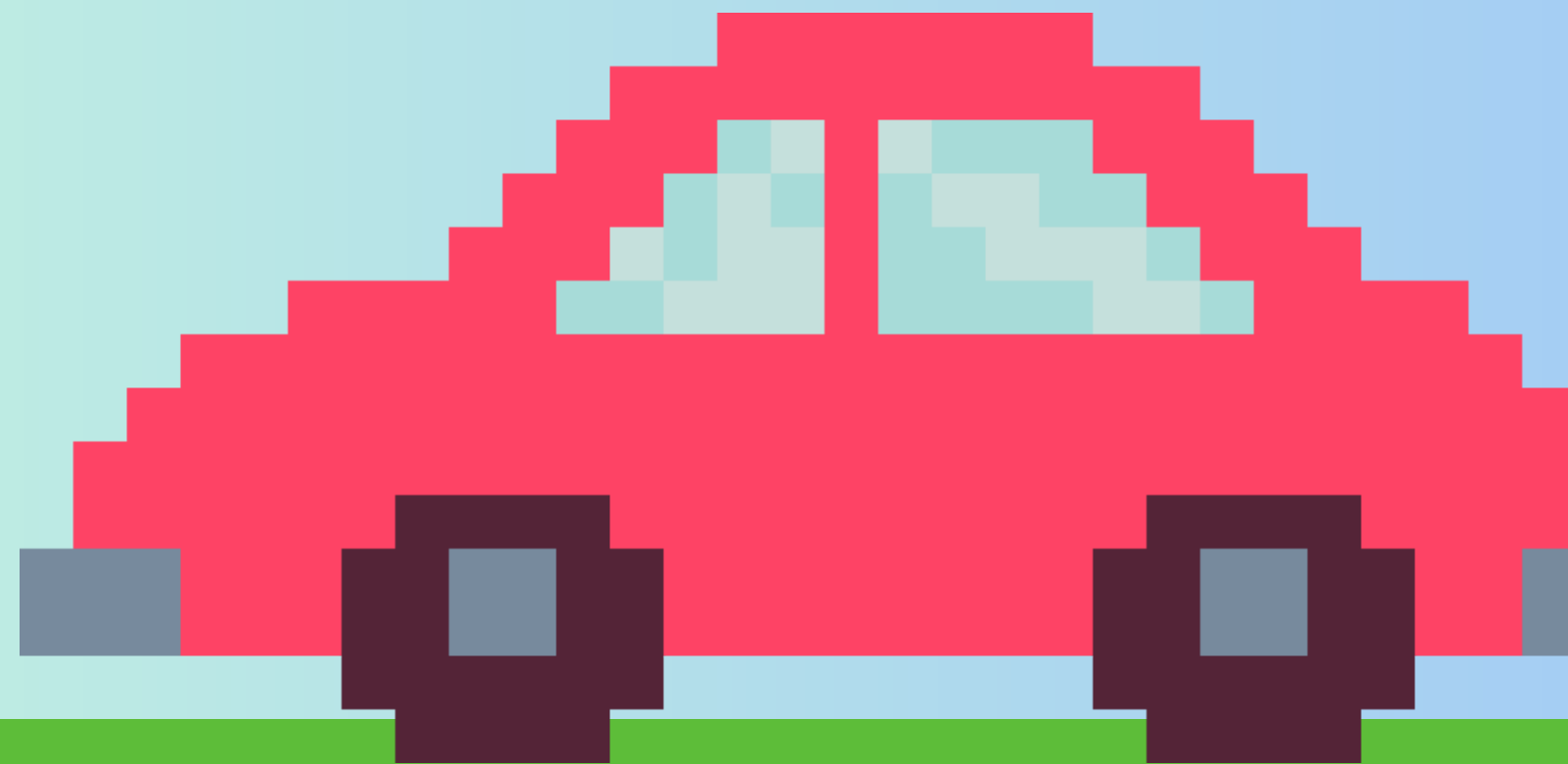
```
on tilt right ▼
  radio send string "right"
  pause (ms) 1000
  radio send string "stop"
```

```
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 

if `receivedString` = `"left"` then

servo write pin `P0` to `0`

servo write pin `P1` to `0`

+

if `receivedString` = `"right"` then

servo write pin `P0` to `180`

servo write pin `P1` to `180`

+

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`

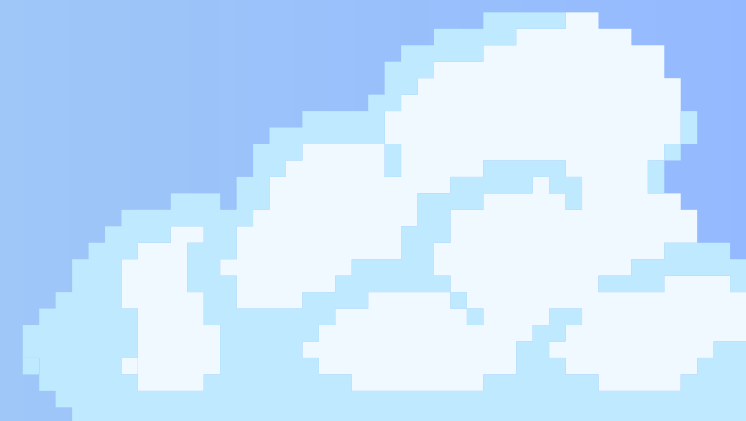
+

if `receivedString` = `"stop"` then

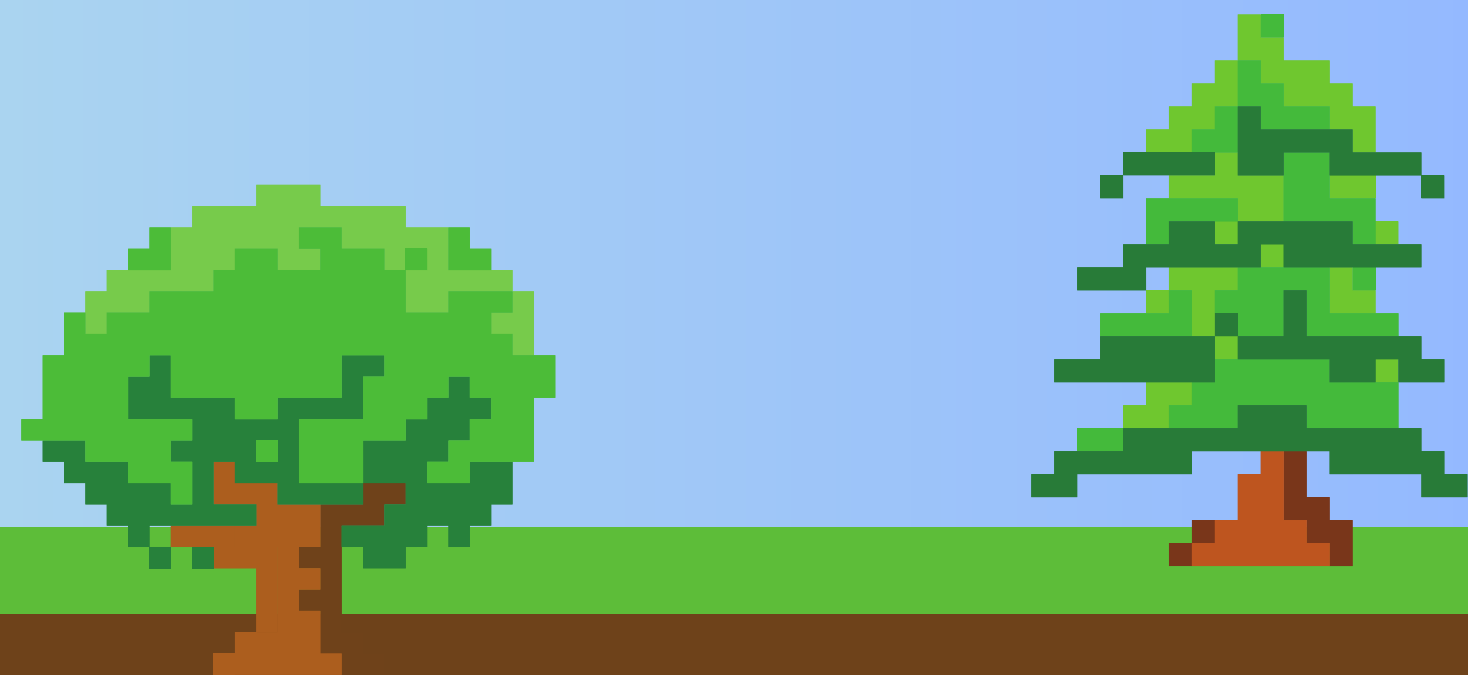
servo write pin `P0` to `90`

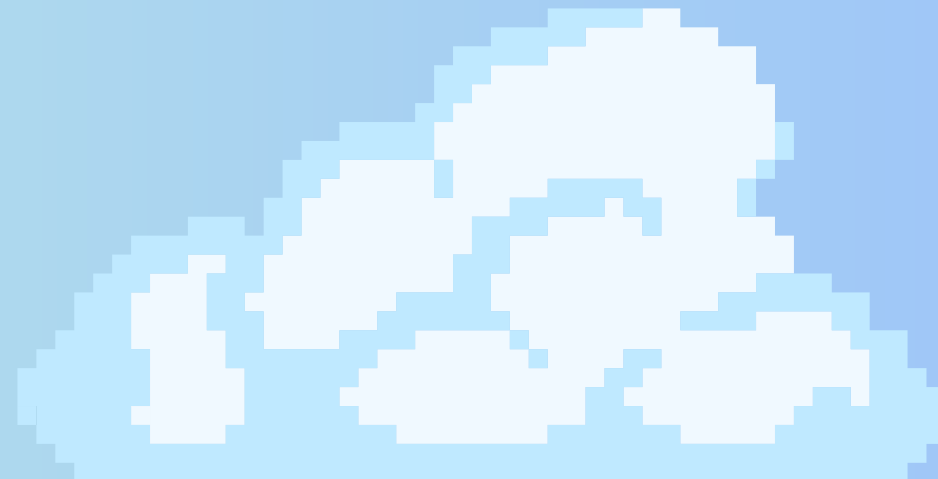
servo write pin `P1` to `90`

+

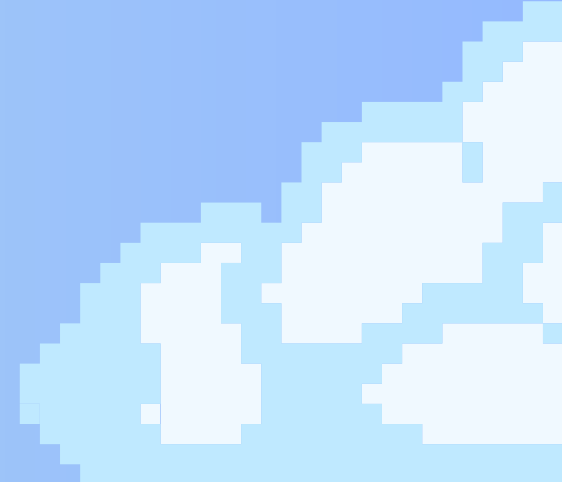


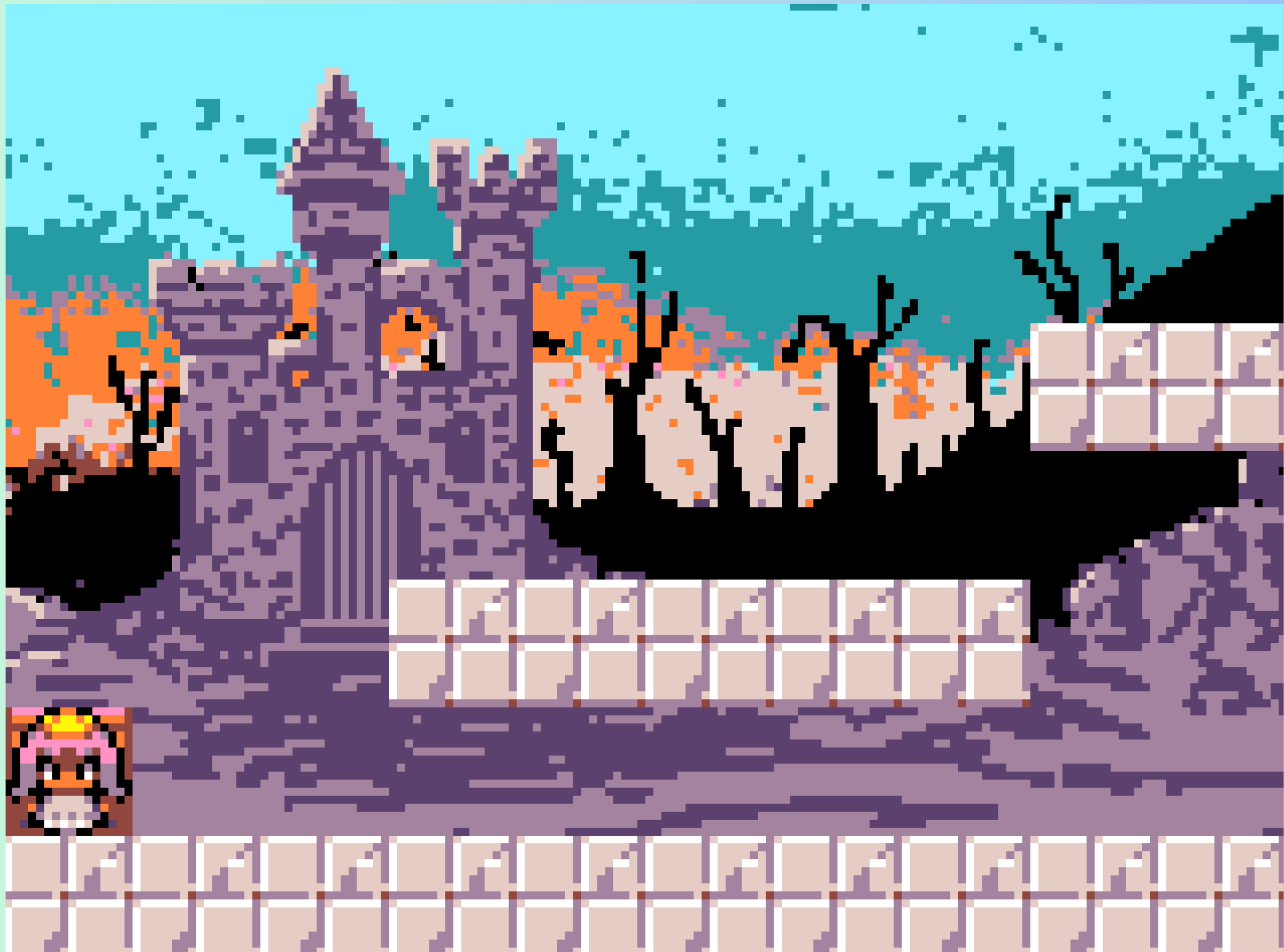
TEST YOUR CODE





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