

## Scratch Card - Wheels





To make a wheel appear to move, we want to **rotate** it by a small amount and move it by a small amount when we receive a **movement broadcast**.

```
when I receive moved left v

change x by move speed * -1

turn 15 degrees

when I receive moved right v

change x by move speed

turn 15 degrees
```

If you wanted, you could replace the values with variables like move speed, so you could control the speed in all directions from one place.

(Notice how we have to multiply moveSpeed by -1 to get the negative value?)

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