Scratch Driver

Register/login at https://scratch.mit.edu
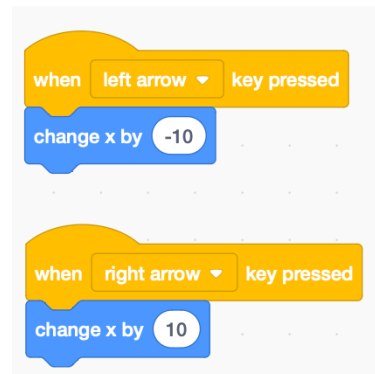
Create 3D perspective by changing size.

The backdrop is an animated road image:

1) Download the animated road from:
   https://codeclub67.github.io/images/road.gif
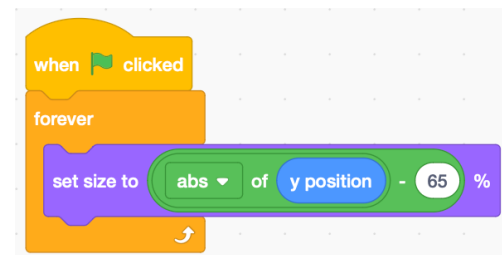
2) In the stage area **upload backdrop** road.gif from where you downloaded it.

3) Animate the stage by adding code that cycles through the backdrops (6 images).

4) Download car images from:
   https://codeclub67.github.io/images/driver.gif

5) Create and **Upload Sprite** driver.gif to make a car and resize it to 80%.

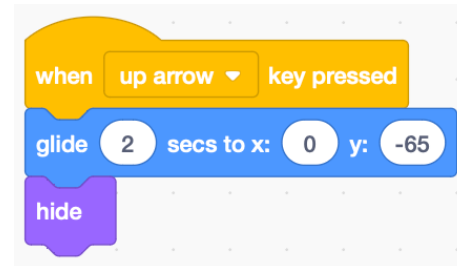6) Place the car near the bottom of the screen and add code to move it left and right.

As the car moves up the screen it needs to get smaller to make it look further away.

7) Add code that changes the size depending on its vertical **y** position.
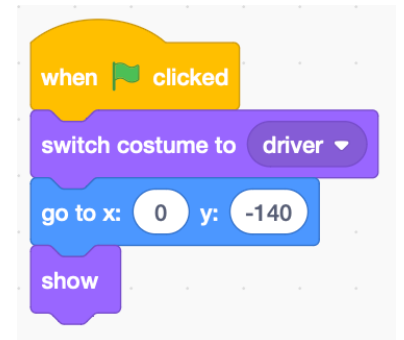It vanishes at the horizon where y=-65.

Move the car to different positions to see how it works.

8) The road converges at the vanishing point at x=0, y=-65. When you press the up arrow, the car drives towards the vanishing point – then vanishes!
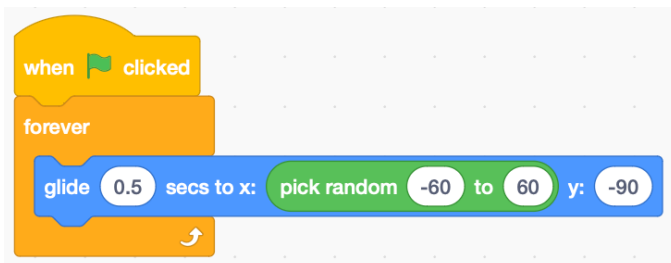
9) We can get the car back by resetting it when we press *the **green flag***. This code switches to the first costume, moves it to the bottom of the screen, then shows it.

Add another car.

10) Create another sprite, driver2, and **upload sprite** images driver.gif again.

11) Select the third costume, a white car, and resize to 30%

12) Add this code to the new car to make it veer randomly across the road.

Can you overtake the second car? What if they collide?

13) Add more code to the first car, after we **show** it. When they touch, if we haven't overtaken it (at y=-90) then switch to the explosion costume, wait and hide.
Save *your code with a good name.*
File > Save now