Scratch Scroller

Register/login at https://scratch.mit.edu
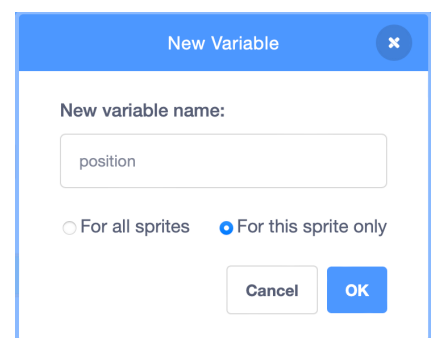
Make a scrolling street background using two sprites side by side.

The city is a backdrop. Copy it to a sprite.

1) Choose a "city" backdrop for the stage, then click on the **backdrops** editor tab.

2) Use the select tool to select the whole city image.

3) Copy the image with the **copy** button.

4) **Delete** the backdrop from the stage (use the bin icon).

5) Create a new sprite using the paint tool.

6) On the **costumes** tab, click **paste** to add the image.

7) **Make a variable** for the sprite **position**, **For this sprite only** because we need two sprites in different positions.

8) **Make variables (For all sprites),** for the **speed** of the scrolling backdrop, and the **step** added to the position.

9) Hide all the variables except **speed** (uncheck them).

10) Add code to the city sprite. After setting the position to zero, make a clone. A forever loop scrolls the sprite and its clone to the left.

11) The **step** must be negative to make the sprite scroll left. Make the speed negative by multiplying it (*) by -1.

12) Broadcast the step to the sprite itself and its clone.

13) When the sprite receives the step message it **changes position** by the step value – it moves left.

The screen and pixel width is 480 pixels.

14) Once the sprite has moved off screen by 480 pixels (**position**<-480), it jumps over the other sprite to the right by two screen widths, adding 480*2=960 to its position.

15) Make the sprite **go to** the new position.

16) Finally, start the clone one screen width (480) to the right.

You can add a vehicle sprite to make it look like its driving along.

Save *your code with a good name.* **File > Save now**