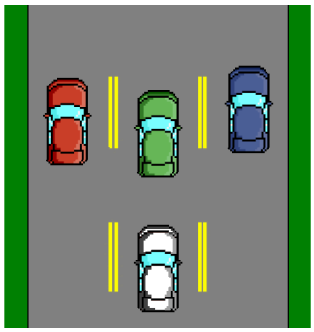
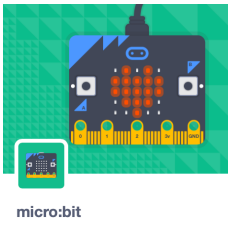
Micro-Racer



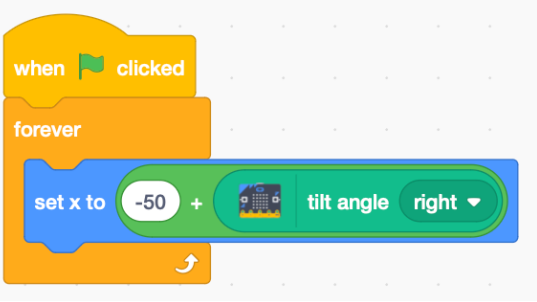
Register/login at https://scratch.mit.edu
Preparation: Requires Scratch Link

A car racing game using the micro:bit tilt sensor.



1. Create a new Scratch project and add the **micro:bit** extension.
2. Plug the micro:bit into the PC with the USB.
3. Click on the micro:bit blocks section. If you see ! at the top then connect the micro:bit.
4. Download road highway graphics from: https://codeclub67.github.io/images/highway.gif
5. Upload **highway.gif** to the stage.
6. Add stage code to cycle through the images.
7. Download car graphics from: https://codeclub67.github.io/images/microcar.gif
8. Create a new sprite from **microcar.gif**, set size to 35% and drag it near to the bottom of the screen.
9. Add the code to the microcar to make it move left and right when the micro:bit is **tilted**.
   The offset of -50 shifts the car to the middle of the road when the micro:bit is held level and the tilt angle is zero.

stage code



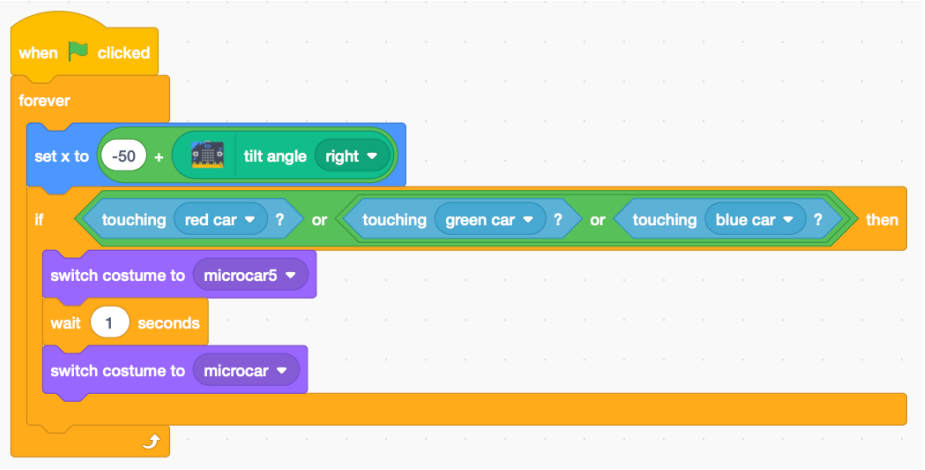
microcar code

10. Duplicate the sprite, choose the red car costume, and rename it “red car”.

The red, green, and blue cars will glide down from the top of the screen, as though you’re overtaking them.

red car code

11. Delete any existing code and add the code (right) to the red car,
    x values of -125 put it in the left lane.
12. Duplicate the red sprite, to make green and blue cars.
13. Change x values of the green car to **-50** for the middle lane, and to **25** for the blue car in the right-hand lane.
14. Finally, extend the microcar sprite to detect car crashes and switch briefly to the explosion costume.



microcar code

***Save** your code with a good name.*

File > Save now