

SCRATCH n' Swerve

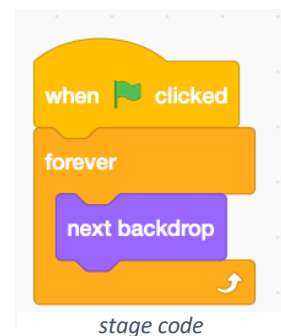
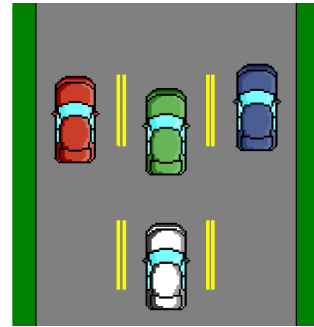
Register/login at <https://scratch.mit.edu>

A car racing game using the mouse.

1. Create a new Scratch project.
2. Download road highway graphics from:
<https://codeclub67.github.io/images/highway.gif>
3. Upload **highway.gif** to the stage and delete backdrop 1 which is blank.
4. Add stage code (right) to cycle through the images.
5. Download car graphics from:
<https://codeclub67.github.io/images/microcar.gif>
6. Create a new sprite from **microcar.gif**, set size to 35% and drag it near to the bottom of the screen.
7. Add code to the white microcar to steer it left and right when you move the mouse.

mousex is the horizontal, or x position of the mouse.

The vertical, or y position of the car is fixed near the bottom of the screen (-130).

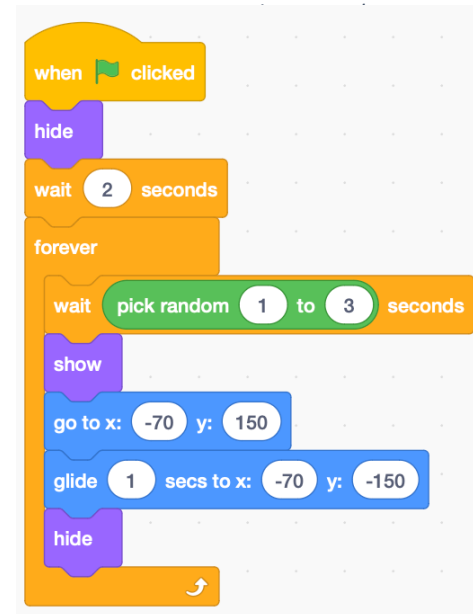


*Red, green, and blue cars **glide** down from the top of the screen, as though you're overtaking them*

8. Duplicate the white car, choose the red car **costume**, and rename the sprite as “red car”.

9. Delete any existing code from the red car and add code (right).

*Use a horizontal position (x value) of **-70** for the red car. The middle lane has an **x value** of 0. Use **-70** and **70** for the left and right-hand lanes.*

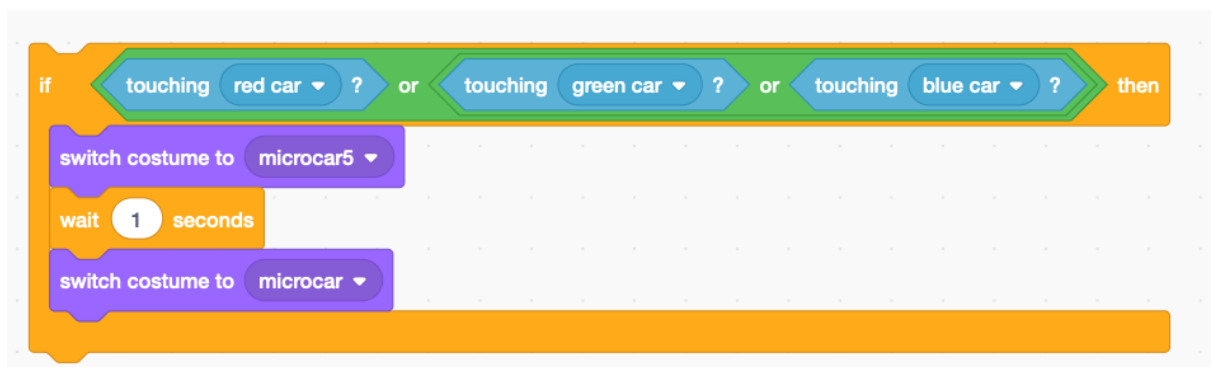


red car code (x = -70)

10. Duplicate the red car to make green and blue cars.

11. Change x values of the green car to **0** for the middle lane, and to **70** for the blue car in the right-hand lane.

12. Add code to the white car loop to detect car crashes.



White car code

Save your code with a good name.

File > Save now