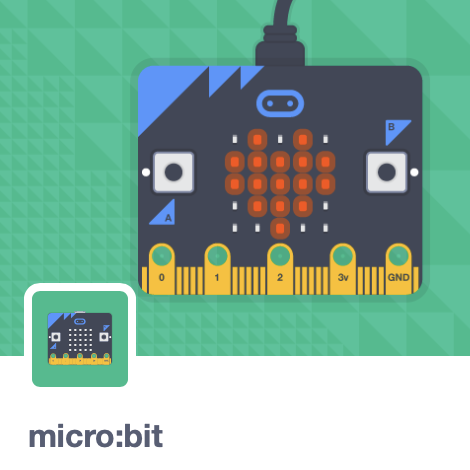
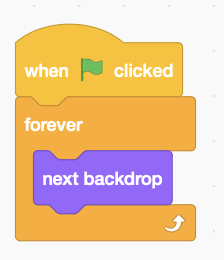
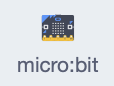
# **Scratch logo and symbol, meaning, history, PNGMicro-Racer**

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

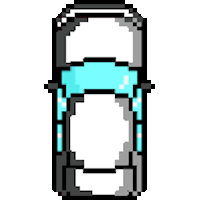
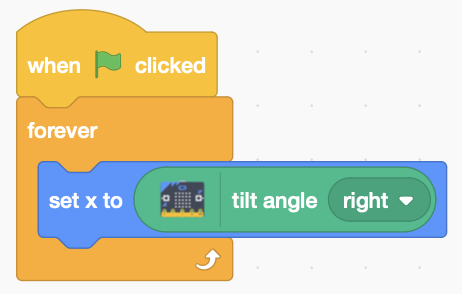
Preparation: Requires Scratch Link

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



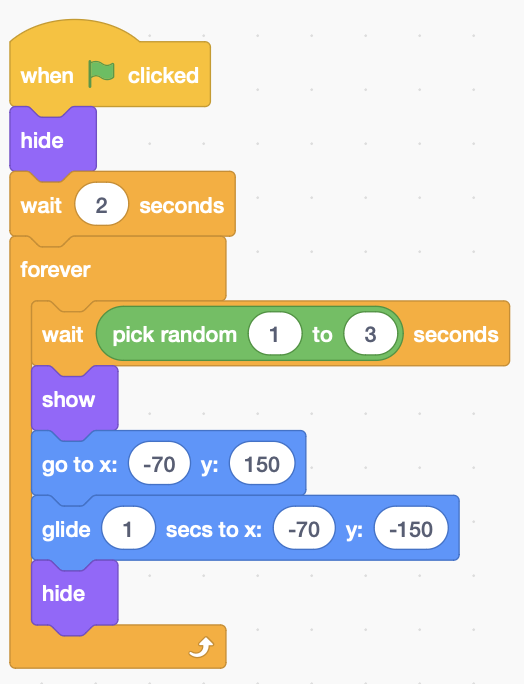
1. Create a new Scratch project and add the **micro:bit** extension.
2. Plug the micro:bit into the PC with the USB.
3. Click on the  blocks section. If you see  at the top then connect the micro:bit.
4. Download road highway graphics from: https://codeclub67.github.io/images/highway.gif
5. Upload **highway.gif** to the stage and delete backdrop 1 which is blank.

stage code

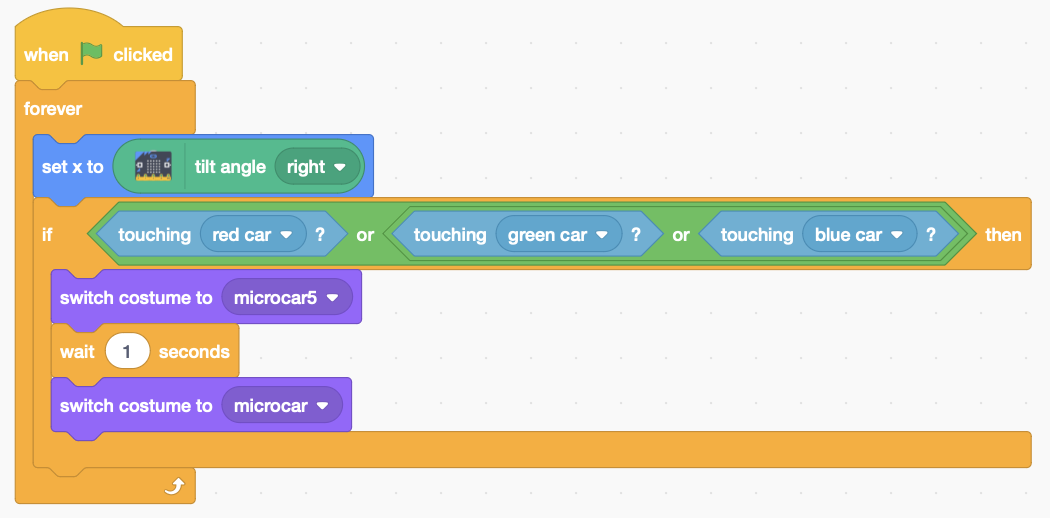
1. Add stage code (right) to cycle through the images.
2.  Download car graphics from:  
   https://codeclub67.github.io/images/microcar.gif
3. Create a new sprite from **microcar.gif**, set size to 35% and drag it near to the bottom of the screen.
4. **Add code to the microcar to steer when the micro:bit is **tilted**.

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

microcar code

1. Duplicate the sprite, choose the red car costume, and rename it “red car”.
2. 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.*
3. Duplicate the red car to make green and blue cars.

red car code (x = -70)

1. 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.
2. **Finally, extend the microcar sprite to detect car crashes and switch briefly to the explosion costume.

microcar code

*Try adding sound-effects like “****car horn****” and “****car passing****”.*

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