Add a Title screen to your game!

It wasn't clear how to play my racing game so I have added a title screen with instructions:

See the finished project here: https://scratch.mit.edu/projects/167215363/.

Step 1: Paint a backdrop

- Think about what someone needs to know, when they play your game — what the game is called, how to start, how to control the sprites, and so on.
- If you aren't sure, ask a friend to play your game and see what questions they ask!

- Add a new backdrop, and use the text tool to write the information on it. You can use different styles and colours to make it interesting!
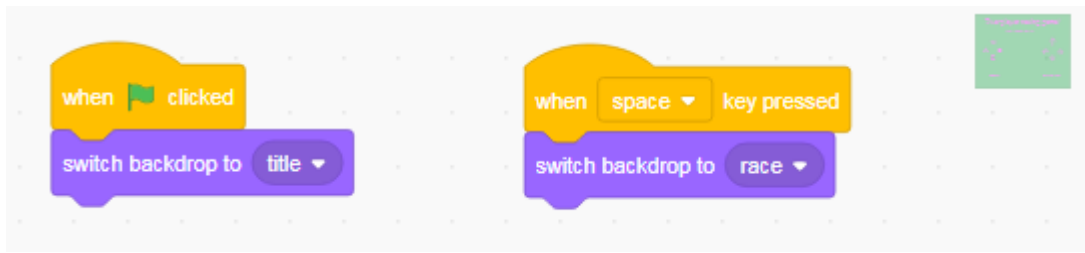- Change the names of your backdrops, so you know which is which:

Save your project
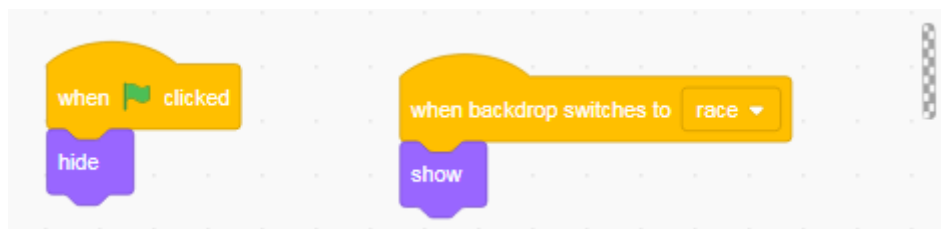
Step 2: Code changes

- Add this code to your backdrop, and test it out (we are not finished yet!):

- Now we need to change the starting code blocks (the 'hat' blocks) on each sprite, from:

to

- Make sure you have done both sprites, and then test it again.
- Last of all, we want to hide the finish line on the title screen, by adding this code:

Save your project