Tron!

Today you are going to make a video game version of the much beloved 1982 movie, *Tron*. You will do this by using a “game loop” to have the sprite(s) react to user input and detect collisions.

A screenshot of a computer

Description automatically generated

In the process you will be using move, forever, and conditional blocks to complete the project.

Assignment:

User Controlled Sprite:

□ Make the program put the sprites in the proper position when the green flag is clicked

□ Make the program have the sprites point in the proper direction

□ Make the program leave a line behind wherever the sprites go

□ Make the program have a sprite that runs into a line say “I lose!”

□ Make the program have a sprite that runs into an edge say “I lose!”

Bonus:

□ Add the ability to do a speed boost when holding down a particular key

□ Give the sprites a cool “explosion animation” whenever they touch a wall/edge

□ Add a cool “start screen” that greets both users when they start the game

Hint: Using broadcasts will make things easier

□ Add the concept of lives

Hint: You will need to use variables

□ Create “power ups” that randomly appear/disappear and make the user invincible for a bit