

# Scratch Programming

## Design stage template

### Car racing game (three levels)

#### Purpose of application

The purpose of the game is to have the user drive the car around the track to the finish line. The lap needs to be completed within the time remaining otherwise the game stops.

#### Extended features

Feature	Purpose
Time remaining	A variable has been used to limit the time a user has to complete the track.
Reward	If car touches ball a 5 second bonus is awarded.

#### Sprites

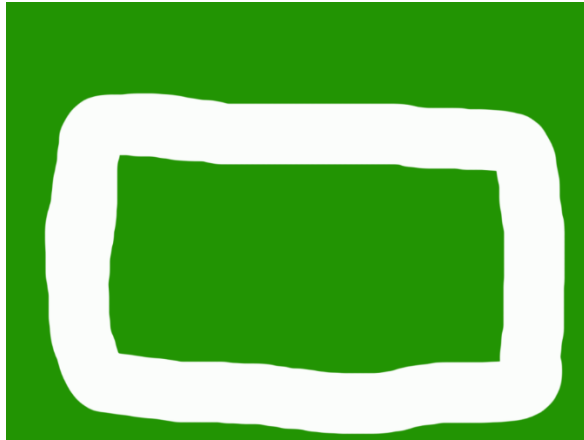
Sprite name	Purpose
Car	The car is directed by the user around the racetrack.
Finish line	When the car reaches the finish line the user has completed the game and the game stops.
Ball	Used as a reward, add 5 seconds to time remaining if car touches the ball

#### Backdrops

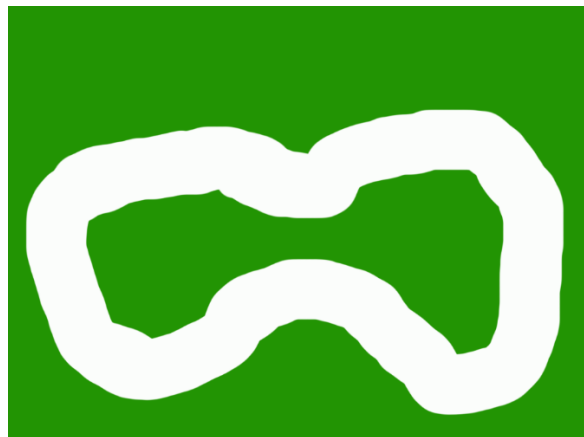
Backdrop name	Purpose
Level 1	The backdrop contains a racetrack that the car has to be driven around.
Level 2	After level 1 is completed the backdrop is changed to a new track.
Level 3	After level 2 is completed the backdrop is changed to a third track.

## Storyboards

Backdrop 1



Backdrop 2



Backdrop 3

