Stage size:

Wide: 480 px (-240 to +240) = X axis

Hight: 360 px (-180 to +180) = Y axis

Your project must have at least **~~two sprites~~**, at least one of which must resemble something other than a cat.

Your project must have at least **three scripts** total (i.e., not necessarily three per sprite).

Your project must use at least **one condition**.

Your project must use at least **one loop**.

Your project must use at least **one variable**.

Your project must use at least **one sound**.

Your project should be more complex than most of those demonstrated in lecture (many of which, though instructive, were quite short) but it can be less complex than *Ivy’s Hardest Game*. As such, your project should probably use **a few dozen puzzle pieces overall**. *(about 48 pieces).*

**SCENARIO**

|  | **ACTION** | **BACKGROUND** | **SPRITE** | **MOVEMENT** | **SOUND** |
| --- | --- | --- | --- | --- | --- |
| 1 | Press/ Click “Space Bar” to start | Opening picture of a “Space Bar” from https://www.seabreeze.com.au/  Img/Photos/Other/6954960.jpg | - | - | ? |
| 2 | Kernel Driver presents himself | b1- Zonza circuit | s1-kernel-driver | - | - Hi! I’m Kernel Driver. I remember how loved I was by the crowd on circuits like Zonza here and Ronaco and Silvastone. |
| 3 | F1 car jumps in Nurburgring. | b2-fly | s2-f1pace |  |  |
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