

DRIVING GAME

<http://scratch.mit.edu/projects/30428680/#editor>

Drive around a track in your fast red car!

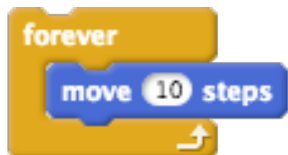
The game uses an oval race track as the background. There is one sprite in the program, a red car. If you click on the red car sprite, you will see that there is already code for turning the car to the right when you press the right arrow key on the keyboard. Try it out. Click on the green flag to start the program, and then press the right arrow key. The car will turn.



Finished game: <http://scratch.mit.edu/projects/30356000/>

#1. DRIVING // EASY

Right now, the car can turn but it doesn't go anywhere. You can make the car move forward slowly by using these blocks:



The car moves forward, and you can press the right arrow key to turn right. Can you drive around the race track?

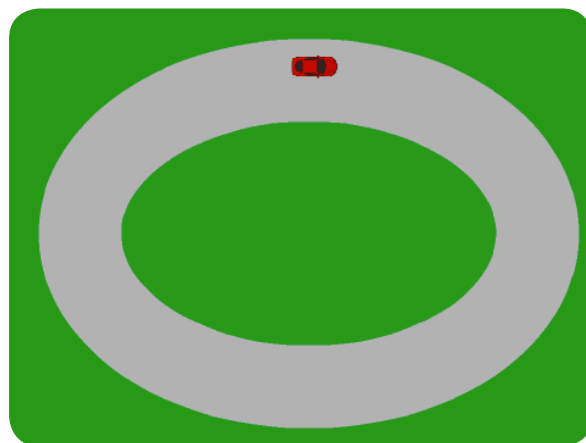
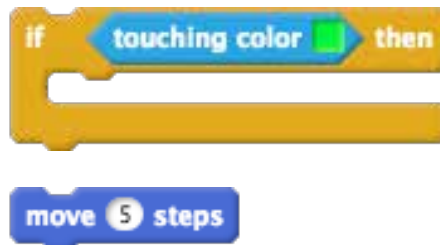
Try changing the program so that when you press the left arrow key, the car turns to the left. Remember, you can use this block



Change the program so that the car doesn't move forward all the time. Have it only move forward when you press the up arrow key.

#2. NO SHORTCUTS // MEDIUM

Right now, you don't have to stay on the road. You can drive over the grass as a shortcut. This is unfair. You can make the car move more slowly by using these blocks:



TRY IT: DIFFERENT TRACKS // EASY

The race track doesn't need to be an oval. You can change it. Click on the "Stage" on the left of the screen. Then click on the "Backdrop" tab next to "Scripts". Try changing to a different race course background.

TRY IT: MULTIPLAYER // MEDIUM

You can change your program so that two people can drive cars at the same time. You can make a copy of your car by right-clicking and selecting "Duplicate". You can change the new car's color by selecting the new car and going to the "Costumes" tab.


Remember to change the controls for this new car so that it uses different keyboard buttons for moving. Now try racing against a friend to see who is fastest.


MORE IDEAS



Can you draw your own race course? Remember that in your program, the green is for grass and makes your car go slowly. Can you keep track of the number of laps that you have raced? How about having cars with a limited amount of gas? What about making pit stops where cars can get more gas?


TRY IT: SPEEDS AND BREAKS // HARD

Your car only has one speed. It can move forward or it can stop. Let's change the program so that you can go different speeds.

First, create a variable called "speed" (only for this sprite) by clicking . A variable is a number that you can change. Instead of the car always moving forward by the same number steps every time, you can change that number.

Then, in your code, you can use your variable in a move block like this: .

If the  variable is a big number, then the car will move faster. If the  variable is a small number, then the car will move slower.

You can change your variable using the block . Change your program so that when you press the up arrow key, the car goes faster. Also change it so that when you press the down arrow key, the car goes slower.

Does the car still move slowly when you drive on the grass? What is the fastest you can drive around the track? Can you make the car drive backwards?