

Racing Car Game

Using the keys to control a sprite.

To use loops to repeat a command.

To use an if statement.

To use the sense block 'touching colour' to control the game.

- Motion
- Control
- Looks
- Sensing
- Sound
- Operators
- Pen
- Variables



- Scripts
- Backgrounds
- Sounds

New background: Paint Import Camera

1 background1
480x360 7 KB
Edit Copy X

ask What's your name? and wait

answer

mouse x

mouse y

mouse down?

key space pressed?

reset timer

timer

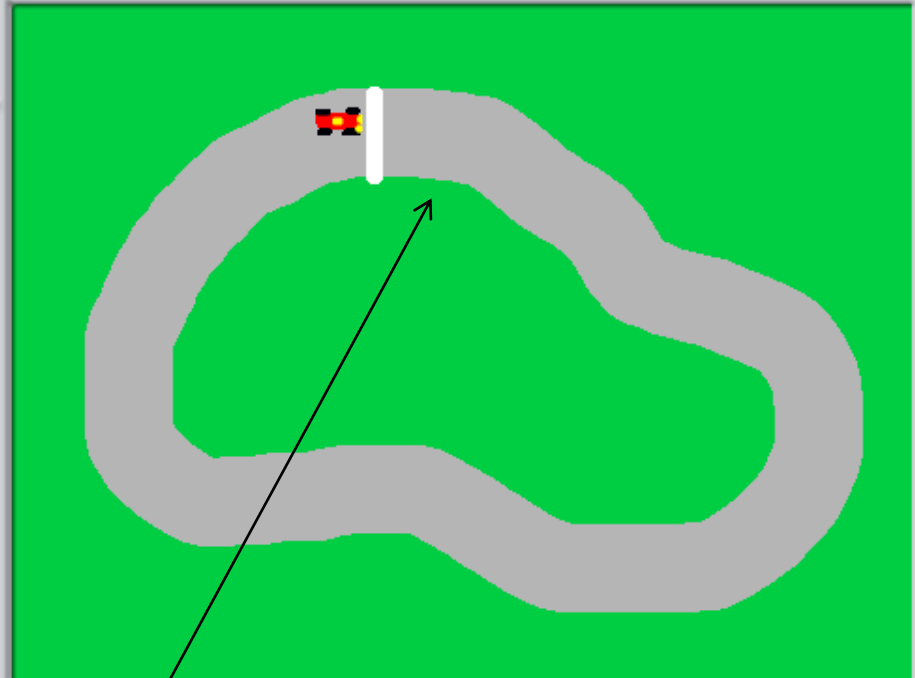
x position of Sprite1

loudness

loud?

slider sensor value

sensor button pressed?



x: 82 y: -348

New sprite:

Sprite1

Stage

Go to Stage.

Paint a race track background like this one.

Add a finishing line in white.



Motion Control Looks Sensing Sound Operators Pen Variables

touching ? touching color ? color is touching ?

ask What's your name? and wait answer

mouse x mouse y mouse down?

key space pressed?

distance to

reset timer timer

x position of Sprite1

loudness loud?

slider sensor value sensor button pressed ?

Sprite 1

x: -65 y: 117 direction: 90

Scripts Costumes Sounds

New costume: Paint Import Camera

1

costume 1

35x21 0.06 KB

Edit Copy X

Delete Scratch.

Select Paint Sprite.

Paint a simple racing car shape.



New sprite: [Paint icon] [Image icon] [Question mark icon]

x: -25 y: -289

Sprite 1

Stage

- Motion
- Looks
- Sound
- Pen
- Control
- Sensing
- Operators
- Variables

Sprite 1
 x: -65 y: 117 direction: 90

Scripts | Costumes | Sounds

touching [] ?

touching color [] ?

color [] is touching [] ?

ask "What's your name?" and wait

answer

mouse x

mouse y

mouse down?

key [space] pressed?

distance to []

reset timer

timer

x position of Sprite1

loudness

loud?

slider sensor value

sensor button pressed ?

```

when up arrow key pressed
  move 10 steps

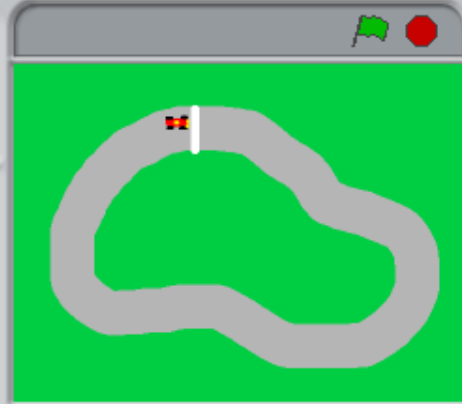
when right arrow key pressed
  turn 15 degrees
  move 10 steps

when down arrow key pressed
  move -10 steps

when left arrow key pressed
  turn 15 degrees
  move 10 steps

when clicked
  point in direction 90
  go to x: -65 y: 117
    
```

Build these controls to move your car and place it at the starting line.



x: -788 y: -442

Tools: pencil, eraser, lasso, question mark

Sprite1

Stage

Motion

Control

Looks

Sensing

Sound

Operators

Pen

Variables



Sprite 1
x: -65 y: 117 direction: 90

Scripts Costumes Sounds

```

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards

```

```

go to x: -65 y: 117
go to
glide 1 secs to x: -65 y: 117

```

```

change x by 10
set x to 0
change y by 10
set y to 0

```

if on edge, bounce

- x position
- y position
- direction

```

when up arrow key pressed
move 10 steps

```

```

when right arrow key pressed
turn 15 degrees
move 10 steps

```

```

when down arrow key pressed
move -10 steps

```

```

when left arrow key pressed
turn 15 degrees
move 10 steps

```

```

when clicked
point in direction 90
go to x: -65 y: 117

```

```

when clicked
forever
if touching color ?
say Bad Luck! for 2 secs
go to x: -65 y: 117
point in direction 90

```

Watch how the teacher shows you how to add the colour of the grass to 'touching colour'.

This instruction Puts you back to the start if you go on the grass!



x: 204



Sprite 1



Stage

- Motion
- Looks
- Sound
- Pen
- Control
- Sensing
- Operators
- Variables

Sprite1

x: -65 y: 117 direction: 90

- Scripts
- Costumes
- Sounds

```

when up arrow key pressed
  move 10 steps

when right arrow key pressed
  turn 15 degrees
  move 10 steps

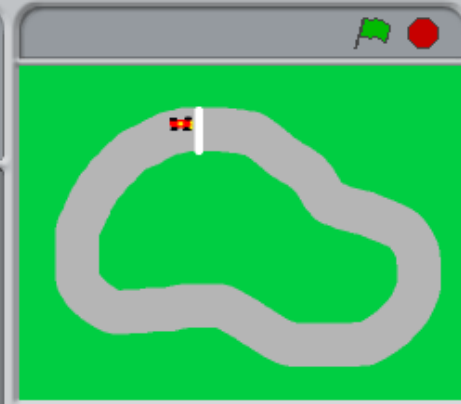
when down arrow key pressed
  move -10 steps

when left arrow key pressed
  turn 15 degrees
  move 10 steps

when green flag clicked
  point in direction 90
  go to x: -65 y: 117

when green flag clicked
  forever loop
    if touching color green?
      say Bad Luck! for 2 secs
      go to x: -65 y: 117
      point in direction 90

when green flag clicked
  wait until touching color green?
  say Well done! for 2 secs
  say timer - 2
    
```



x: -1188 y: -750

Sprite1

Stage

This instruction tells you that you have won if you touch the finishing line.

- Motion
- Control
- Looks
- Sensing
- Sound
- Operators
- Pen
- Variables

Sprite1
 x: -65 y: 117 direction: 90

Scripts Costumes Sounds

- touching []?
- touching color []?
- color [] is touching []?

ask "What's your name?" and wait
 answer

- mouse x
- mouse y
- mouse down?

key [space] pressed?

distance to []

reset timer

timer

x position of Sprite1

loudness

loud?

slider sensor value

sensor button pressed?

when up arrow key pressed

move 10 steps

when down arrow key pressed

move -10 steps

when clicked

point in direction 90

go to x: -65 y: 117

when clicked

wait until touching color []?

say "Well done!" for 2 secs

say timer - 2

when right arrow key pressed

turn 15 degrees

move 10 steps

when left arrow key pressed

turn 15 degrees

move 10 steps

when clicked

forever

if touching color []?

say "Bad Luck!" for 2 secs

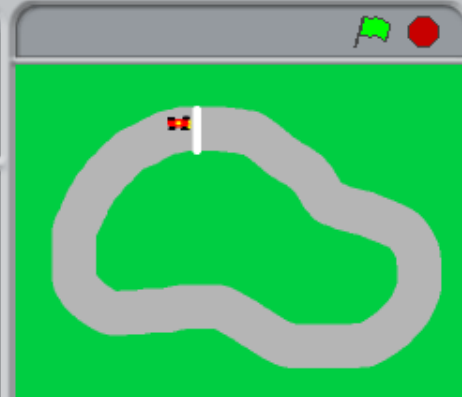
go to x: -65 y: 117

point in direction 90

when clicked

reset timer

This resets the timer.



x: -1286 y: -872



Stage

Motion Control

Looks Sensing

Sound Operators

Pen Variables



Sprite 1

x: -65 y: 117 direction: 90

Scripts Costumes Sounds

touching ?

touching color ?

color is touching ?

ask What's your name? and wait

answer

mouse x

mouse y

mouse down?

key space pressed?

distance to

reset timer

timer

x position of Sprite1

loudness

loud?

slider sensor value

sensor button pressed ?

```

when up arrow key pressed
  move 10 steps

when right arrow key pressed
  turn 15 degrees
  move 10 steps

when down arrow key pressed
  move -10 steps

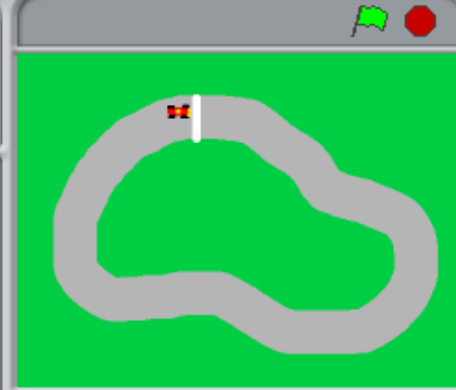
when left arrow key pressed
  turn -15 degrees
  move 10 steps

when clicked
  point in direction 90
  go to x: -65 y: 117

when clicked
  forever
    if touching color    ?
      say Bad Luck! for 2 secs
      go to x: -65 y: 117
      point in direction 90

when clicked
  wait until touching color    ?
  say Well done! for 2 secs
  say timer - 2

when clicked
  reset timer
    
```



x: 106 y: -446

Spr

show
export this sprite
duplicate
delete



To make another car
DUPLICATE
Sprite 1.

- Motion
- Control
- Looks
- Sensing
- Sound
- Operators
- Pen

Sprite2

x: -45 y: 97 direction: 90

Costumes

x: -542 y: -280

Paint Editor

Click on Costumes.

Select EDIT.

Use the Fill Tool to turn the car blue.

OK Cancel

- touching ?
- touching color
- color is touching
- ask What's your answer
- mouse x
- mouse y
- mouse down?
- key space pressed
- distance to
- reset timer
- timer
- x position of
- loudness
- loud?
- slider sensor value
- sensor button pressed ?

- Motion
- Looks
- Sound
- Pen
- Control
- Sensing
- Operators
- Variables

Sprite2

x: -65 y: 99 direction: 90

Scripts Costumes Sounds

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: -65 y: 93

go to

glide 1 secs to x: -65 y: 93

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

x position

y position

direction

when **w** key pressed

move 10 steps

when **z** key pressed

move -10 steps

when clicked

point in direction 90

go to x: -65 y: 93

when clicked

wait until touching color

say Well done! for 2 secs

say timer - 2

when **s** key pressed

turn 15 degrees

move 10 steps

when **a** key pressed

turn 15 degrees

move 10 steps

when clicked

forever

if touching color

say Bad Luck! for 2 secs

go to x: -65 y: 93

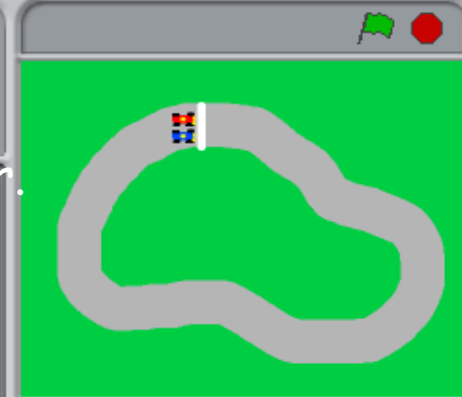
point in direction 90

when clicked

reset timer

Change the keys controlling the blue car.

Change the 'go to' coordinates to match the blue car.



x: -452 y: -728



Sprite1

Sprite2



Now play your game