SCRATCH CHALLENGE
DRIVING GAME

ROTORUA museum
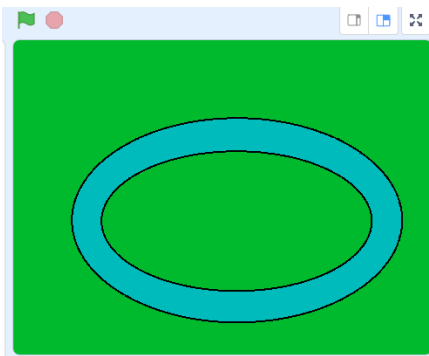*Te Whare Taonga o Te Arawa*
ART | CULTURE | HERITAGE

WHAT YOU NEED

- A computer/laptop (a tablet doesn't tend to work all that well)
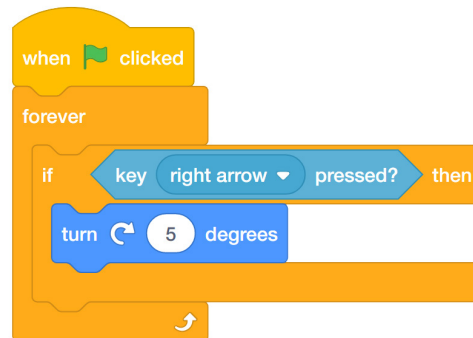- A web browser (preferably Google Chrome)
- Scratch.mit.edu

Previous experience: Try some of our coding projects before attempting the challenge, unless you have used Scratch before

Your challenge is to create a game where your sprite will drive around a circuit on the screen

STEP 1: Create a backdrop that has a race track on it:

STEP 2: Create a car - either import one, or draw one, or select one from the sprites
Add the following code to the car sprite

BEGINNERS

- Amend the code so that your car goes forward as well as turning

- Now, add extra code that will make your car go left and forward

- Add code so that you can't take a shortcut across the track
  HINT: use IF & sensing blocks

INTERMEDIATE

- Add extra racetracks that are different (levels)
  HINT: add a start line/finish line and use IF & sensing blocks

- Make your game two player and race each other around the track

HARD

- Create a variable called speed

- Add into your code acceleration when you press the up arrow

- Add code for brakes when your press the down arrow

EXTREME

- Keep track of the number of times around the racecourse

- Give your cars a certain amount of gas

- Allow cars to "drive" into gas to collect more

- Time your laps

- Have the car slow down on the grass on the inside of the track

Share your project with your whānau and with us on our Facebook page

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