



# Racing Game

## Let's Go Racing!

### 1. Add an Opponent (a new character to race against)

Can you remember how to add a new character? Follow these instructions if you need a reminder.

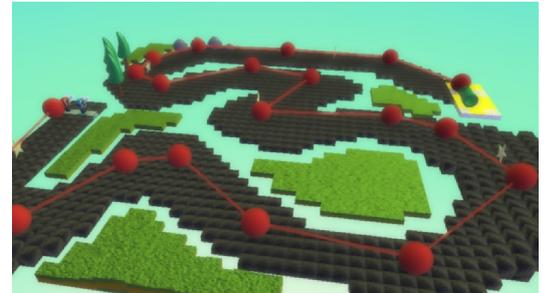
- Select the Object tool, choose your new character and click on the start line to add in the correct place.
- Reduce the size of the character and rotate to face correct direction.
- Change the colour of one or both characters to tell the difference between them. You should now have two characters lined up at the start of your track, side by size, of equal size.



### 2. Add a Path to Follow

This will be the route which your opponent takes around the track. Try to keep to the middle of the track to avoid him getting stuck.

Select the Add Path tool then click at the beginning of the track, just in front of the opponent's starting position. Each time you click you add a node which connects to the last node and makes a line.

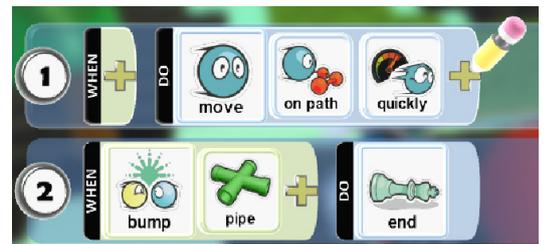


Keep clicking to make a path all the way around the track to the finish line (this path will be invisible when you play the game).

### 3. Program your Opponent

Firstly, you need to add code for your opponent to follow the path. As this needs to be done automatically and immediately from the start of the game, we do not need a When action.

Secondly, we need to end the game if the opponent reaches the finish line because that means he has won and the player has lost.



### Challenge:

Right-click on your opponent and choose Settings. Adjust the Forward Speed and Turning Speed to make the opponent faster or slower. Keep playing your game to test out whether it is a close contest.

Don't make it too easy or too hard to win the game!



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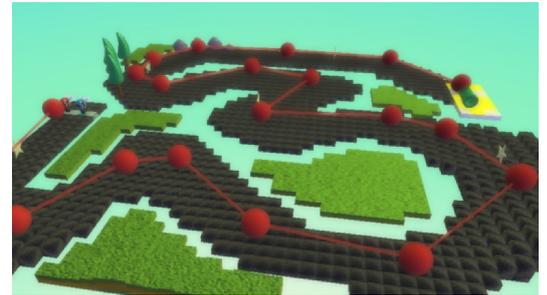
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### 4. Adjust Character Settings

Right-click on your opponent and choose Settings. Adjust the Forward Speed and Turning Speed to make the opponent faster or slower. Keep playing your game to test out whether it is a close contest.

Don't make it too easy or too hard to win the game!

### 5. Start Screen

Currently the game starts straight away when you play. Create a Start Screen to introduce the game.

Select World Settings from the Tool palette. Scroll down to choose 'Start Game With'. Select 'Description and Countdown'. Make sure you add a description when saving your file. This is what will appear at the start when you play your game.

**Challenge:** Can you add more characters to create a 4 player race with 3 computer controlled characters?



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### 6. Extra Racers

Can you add more characters to create a 4 player race with 3 computer controlled characters?

### 7. Collecting Coins or Stars

Can you add coins or stars to your track which can be collected? Add a point to your player score every time a coin is collected.