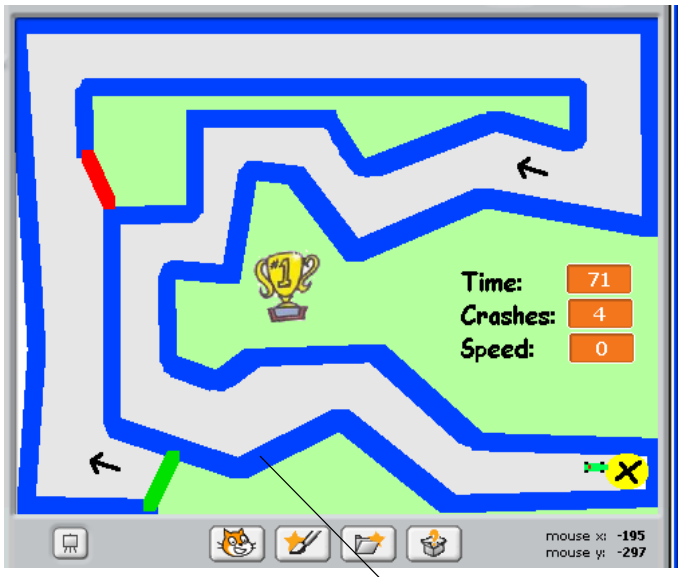
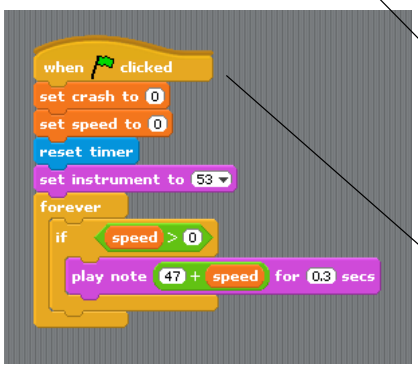
READ 1ST!!!!

- The following pages have instructions for the race car and the ball chase games.
  - I want you to think about why each line is there.
  - I want you to experiment. For example:
    - Costume changes of any of the sprites to look like movement (wings flapping, helicopter blades turning, car wheels moving, etc).
    - Try having your target or car "track" the mouse.
      - Exact means using "go to".
      - Tracking (delayed movements) means using "move towards" and add move steps. Tracking is like it is on a rubber band.
    - Add a "boost" color (could be oil slick). If something passes over it, it moves faster or changes angle a bit.
- We will cover broadcast/receive next week

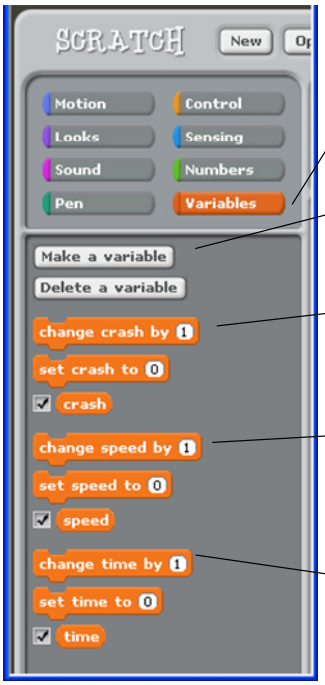




Background drawing – blue used as edge. Yellow as end.

Background script - sound

1. Make a background.
   - Use some color (I used blue) as the crash walls.
   - Use some color (I used yellow) as a winner's circle.
   - Any other color can be used for decoration.
2. Make the sound script for the stage (see below left).
   - Create variables (see over) and show them.
   - Click right on the variable displayed on the stage to change format of display.
   - Set instrument (to make sound). We play note based on speed.
3. Then create race car
   - I drew my own.
   - Below the colors on the drawing dialog, you will see "Set rotation center". Click it and set in back of car between wheels.



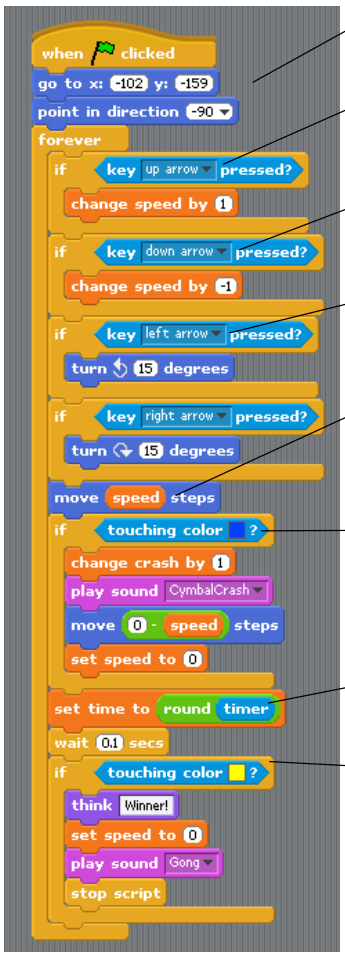
Select “variables” to make named values. A variable just holds a value for you using a name, just like a Sprite has a name.

“Make a variable” allows you to make a new variable – click it and type in a name.

I made a variable called “crash”. It counts how many crashes the player has.

I made a variable called “speed”. It keeps track of how fast the car is going. Each up arrow makes it bigger, each down arrow makes it smaller.

I made a variable called “time”. It just keeps track of the time and shows how many seconds the player took to finish.



Set car’s position and direction using x,y coordinates and degrees.

Up arrow makes it go faster by adding 1 to the speed (so if was 0, now is 1, if was 1, now is 2, etc).

Down arrow makes it go slower by subtracting 1. If < 0 (such as -1), will go backwards!

Left and right arrows just turn it a bit. Note that I set the “rotation center” at the back of the car. Ask me if want an explanation.

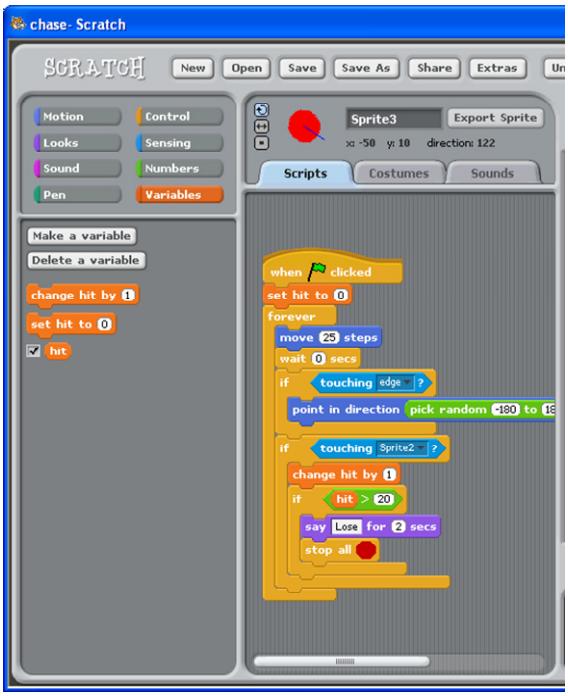
Actually make the car go. Unlike the numbers you used before (such as 10), this uses a variable called “speed”. The value of the variable is how fast it goes. If speed is 0, it does not move.

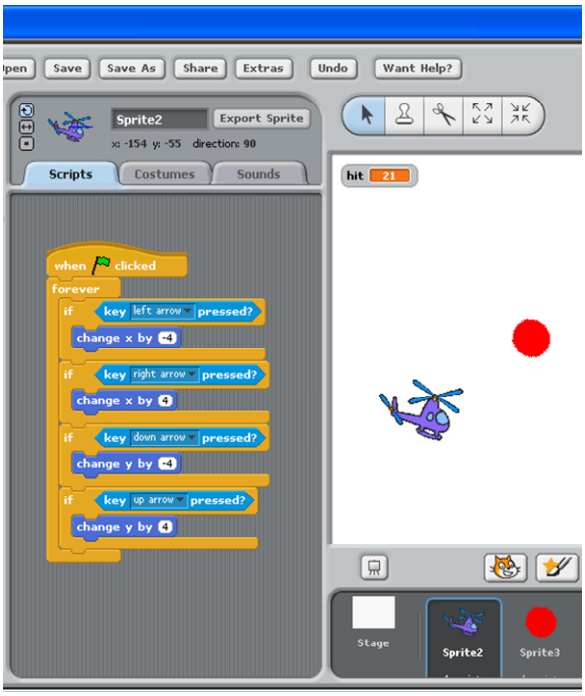
This is the interesting part. If the car touches anything of that specific blue color, we will perform the steps inside. In this case, we will make the crash variable bigger by 1, play a sound, stop the car (set the speed variable to 0), and move back a bit.

Set the time to seconds. We use “round” to change it from 3.7 to 3 or 8.0 to 8. This just displays nicer. Try it without the “round”.

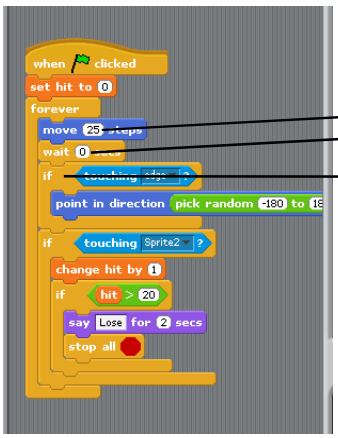
We decide we are finished by touching the yellow end circle. We display “winner”, stop the car, play a sound, and then stop the script.

1. Create a variable called “hit”. Use “Make a variable”.
2. Create a “chaser”, such as a ball (I made a red ball). Enter its script as shown below.
3. Create your “target”, which you will control. I used a helicopter. Its script connects keys left, right, up, and down to movement of the helicopter.

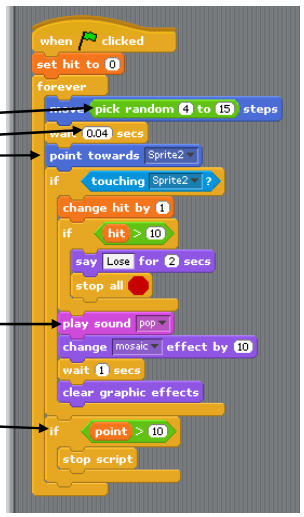




- Change ball script
  - Change to actually chase your target (point towards).
  - Add sound and effect on hit (import a sound or record your own).
  - Make it stop when you win, so does not keep attacking
- Add a target for you to go after
  - I made mine a small green ball, but you can use anything.
  - It just bounces around.
  - Add new variable “point” to count points (when you catch it).
  - Add sounds.
  - Make sure you only get 1 point per hit.



Add
Remove



Add

Add

“Wait until not touching” stops you getting more points by being over it. You get only 1 point, then you have to stop touching it to get more.