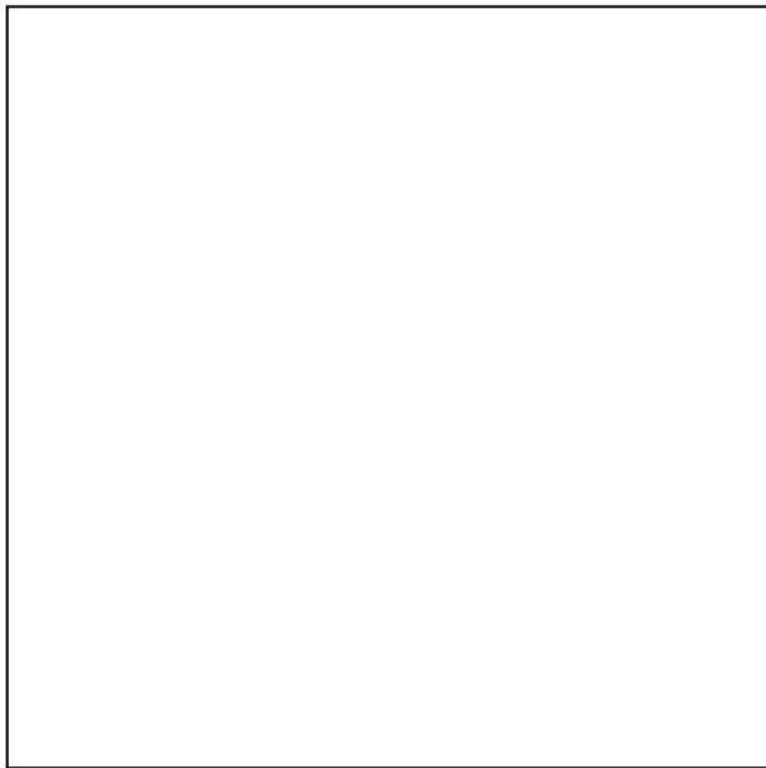


Project 144



Coding School



- ❖ Download the respective sprite to the computer using the link below.
https://drive.google.com/drive/folders/1W5iliM9BKhw9OwvuPYbLYHpJvTVnq_P3?usp=drive_link

- ❖ Click on upload a backdrop and select the road backdrop



- ❖ Click on upload a sprite and select the car sprite. Set its X, Y position and size as below.



Sprite	Car	↔ x	125	↕ y	121
Show	☒ ☐	Size	50	Direction	90

- ❖ Click on upload a sprite and select the Fuel sprite. Set its X, Y position and size as below.



Sprite	Fuel	↔ x	0	↕ y	0
Show	☐ ☒	Size	15	Direction	90

- ❖ Click on upload a sprite and select the Coin sprite. Set its X, Y position and size as below.



Sprite	Coin	↔ x	0	↕ y	40
Show	☒ ☐	Size	10	Direction	90

- ❖ Click on upload a sprite and select Game over sprite. Set its X, Y position and size as below.



- ❖ Now let's prepare the code and create the game.



Let's prepare the code for the sprite.

- ❖ When you click on the left arrow key, the X position should decrease by 10. Also prepare a variable as X position. The relevant X position should be assigned to that variable.



- ❖ When you click on the right arrow key, the X position should increase by 10. Also prepare a variable as X position. The relevant X position should be assigned to that variable.



- ❖ When you click on the Up arrow key, the Y position should increase by 10. Also prepare a variable as Y position. The relevant Y position should be assigned to that variable.



- ❖ When you click on the Down arrow key, the Y position should decrease by 10. Also prepare a variable as Y position. The relevant Y position should be assigned to that variable.



❖ Prepare the code so that the following events occur when the green flag is clicked.

- The car sprite should be show.
- Hide the two variables named as X position and Y position.
- If the X position is greater than -195, the value of the X position should be 170 and the value of the Y position should be the value assigned in the Y position variable..
- When the car sprite touches Fuel, the value of the Fuel variable should become 100 and a message as Fuel should be broadcast.
- If the value of the Fuel variable is equal to 0, the car sprite should be hidden.
- When the car sprite touches the coin, the value of the score variable should increase by 1 and a message should be broadcast as Score.



❖



Let's prepare code for Sprite

❖ Let's prepare the code to make the following events happen when the green flag is clicked.

- Give the value of the Fuel variable as 100.
- Hide Fuel sprite

- Prepare the code to decrement the value of the Fuel variable by 10 every two seconds.



- ❖ Let's prepare the code to make the following events happen when the colored flag is clicked.
 - Clone should be created in 5 to 5 seconds.



- ❖ When a clone starts, the clone should be show and its X position should be any value between 150 and 200 less than the value of the X position variable and Y position should be between -130 and 130. The clone should be deleted every 2.5 seconds continuously.



- ❖ When a message is broadcast as fuel, the clone should be deleted.



- ❖  Let's prepare the code for the sprite.



- ❖ Let's prepare the code to make the following events happen when the green flag is clicked.

- Give the value of Score variable as 0.
- Hide the Coin sprite.
- Clone should be created in 2 seconds.



- ❖ When a clone starts, that clone should be show and its X position should be any value between 50 and 150 less than the value of X position variable and Y position should be between -130 and 130. The clone should be deleted continuously for two seconds.



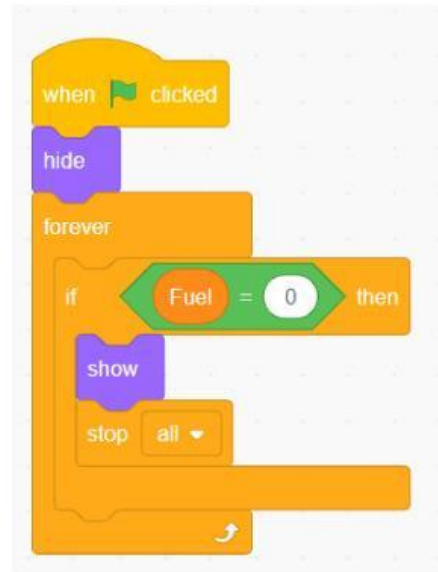
- ❖ When a message is broadcast as Score, the clone should be deleted.



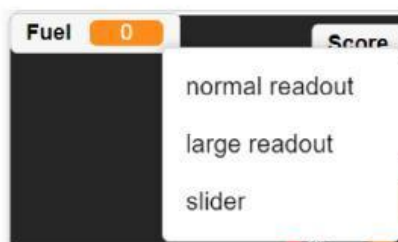
- ❖  Prepare code for Sprite

- ❖ Prepare the code so that the following events occur when the green flag is clicked.

- Game over sprite should be hide.
- When the value of the Fuel variable is 0, the Game over sprite should be shown and all events should stop. The related codes are as follows.



- ❖ Click on the Fuel variable and click on the slider.



- ❖ When you click on the Slider, it will appear as follows.

