

Scratch Programming: 8. Reuse

Task: Create a race. Allow the user to move the sprite around a race track whilst running a clock to time the race.

Lesson Objectives:

To learn how to

- reuse code
- design a program in Scratch
- use the paint editor

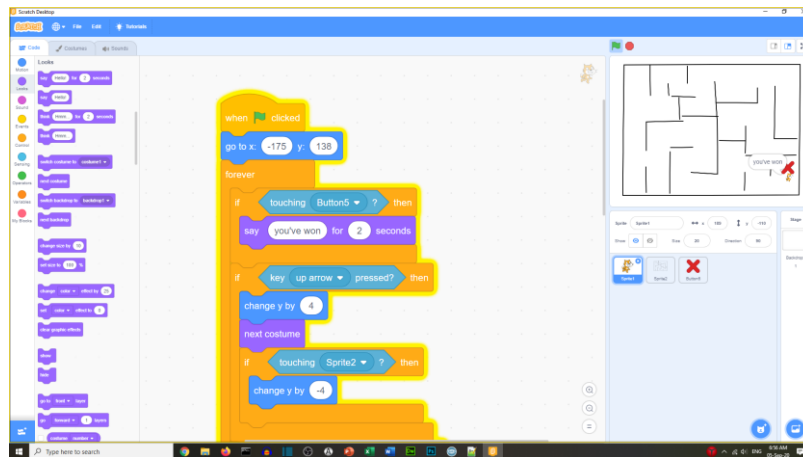
What do you need to do?

Follow the instructions below.

Important. Always save your work regularly. Use the 'Save as' option so you know where the file is saved.

Reuse

This task is different as we will reuse the code from the previous task that created a maze. Start by loading the previous maze code and delete the maze sprite.

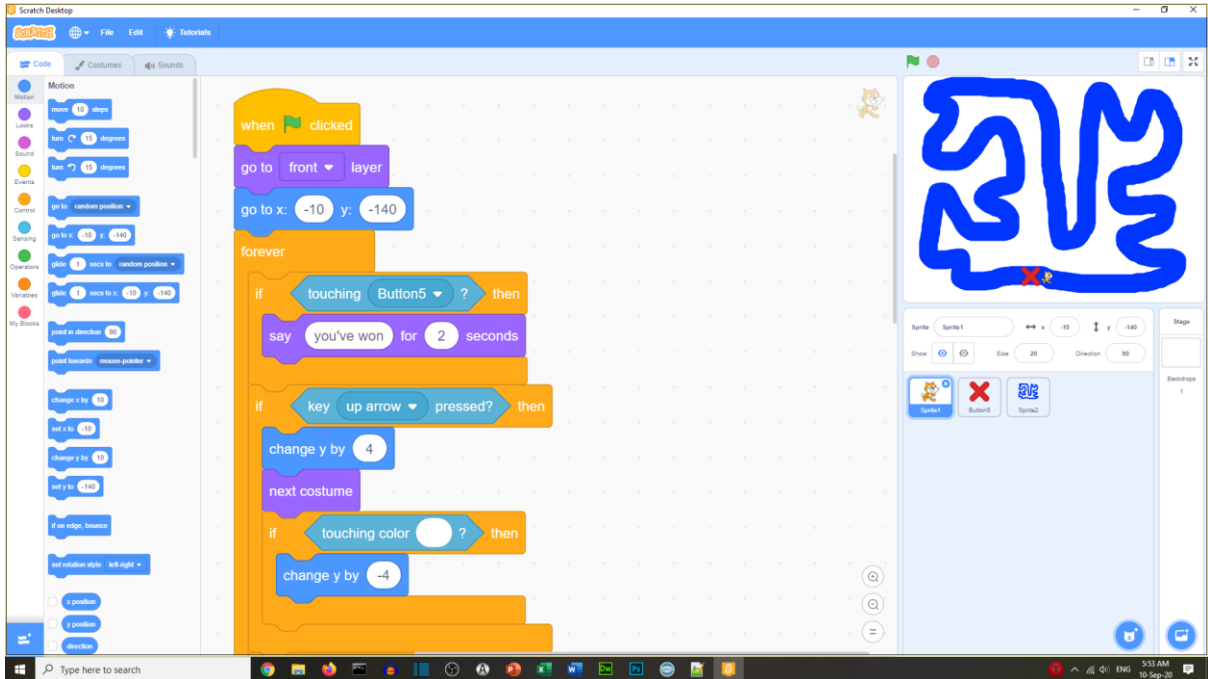


Create the race track

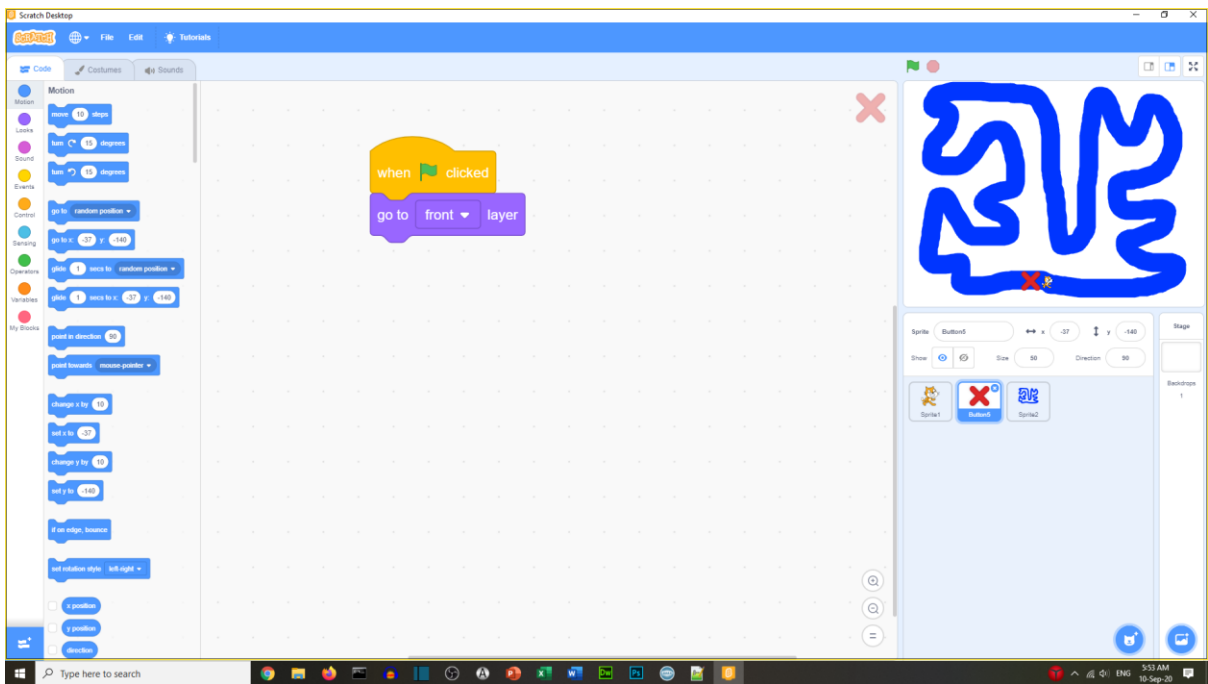
- Draw a race track using the paint editor
- Make the track wide enough for the cat sprite to walk
- Make the track a different color from the background
 - The cat sprite will be stopped when off the track

The size of the cat should be 20% from the last task

- Move the cat to the start
- After the when green flag clicked block:
 - Add a go to front layer block
 - Add a go to block



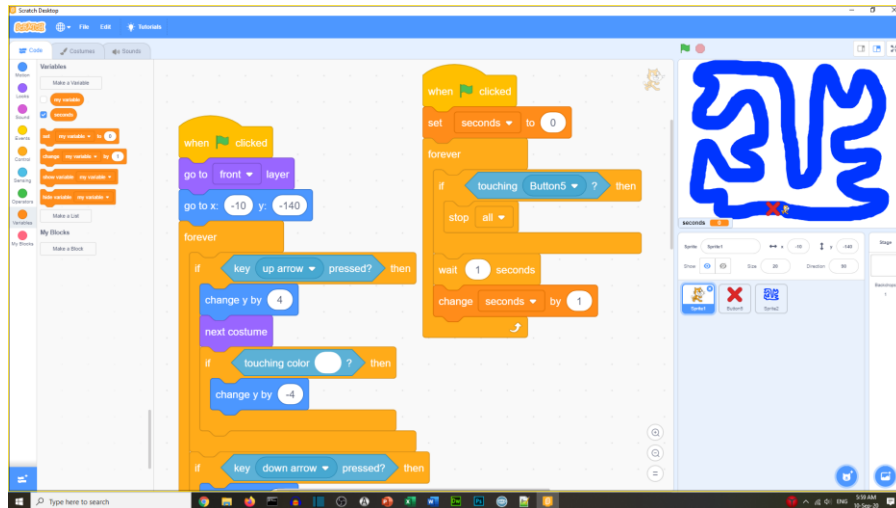
- Move the end cross (Change it to an end line if you wish)
- Add a go to front layer block



Create the clock

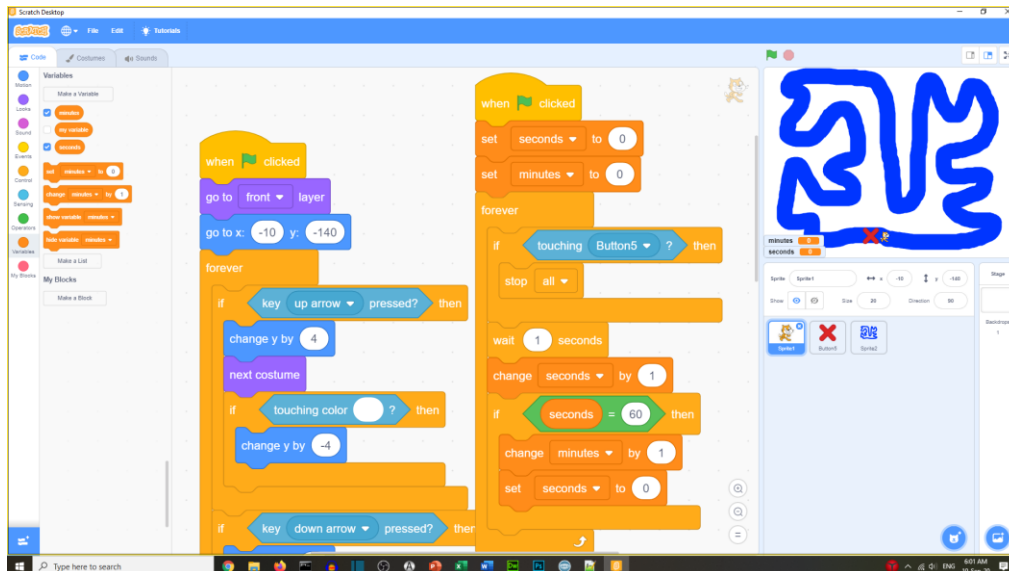
- Create a variable called 'seconds'
- Set seconds to 0
- Add a when green flag clicked block
Inside a forever block
- Add a wait 1 second block

- Followed by change seconds by 1
- Add an if block (inside the forever block, before the wait block)
- Put a touching block with the name of the race track sprite
- Inside the if block put stop all



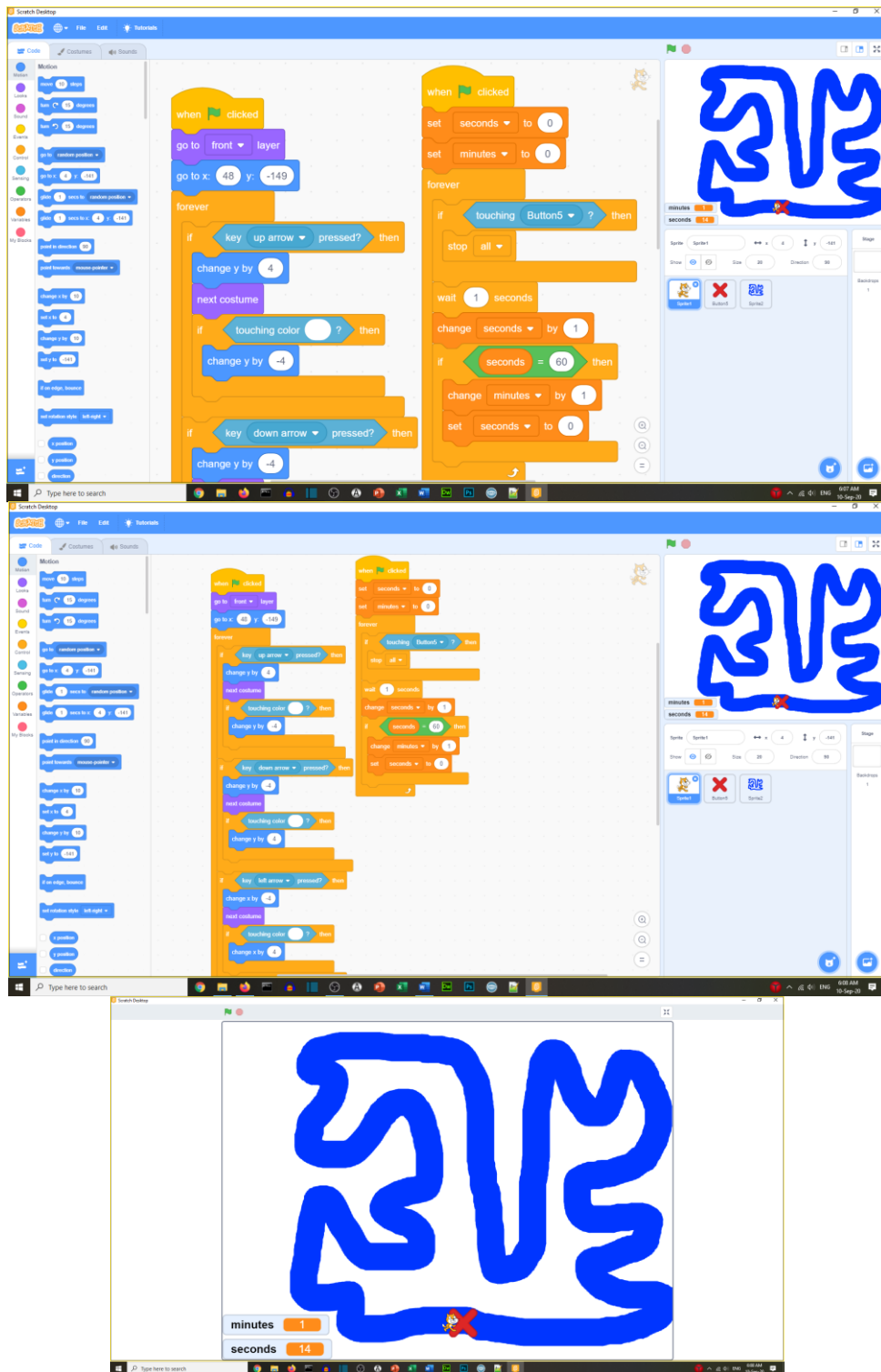
Add minutes

- Create a variable called minutes
- Set minutes to 0
- Inside the forever block add an if block
- Add if seconds = 60
- Inside add change seconds to 0
- Inside add change minutes by 1



Test your race game

Your program and code should look like the program below.



Other things to do:

- Add sound effects
- Increase the cat size if goes off the track
- Add curbs so different color areas make the game harder

Well done you have completed Task 8