# 3. Programming a Car Racing Game
With thanks to [Simon Haughton's Blog](#)

- **A car is driven along a road.**
- **The car goes back to the beginning if it touches the grass.**
- **When the car gets to the end of the course a sound is played and a message displayed.**

A Create your background and add new sprite

1. Right-click on the cat sprite, delete.

2. Go to Backgrounds tab. (You will see it when you click on stage.)

3. Click Paint.

4. Fill background with green paint.

5. Use thick grey brush to paint a road running across the screen and draw a coloured line at one end to mark the finish line. (The more bends the harder the game.)

6. Click on OK. You can go back to background and choose edit at any time to make changes.
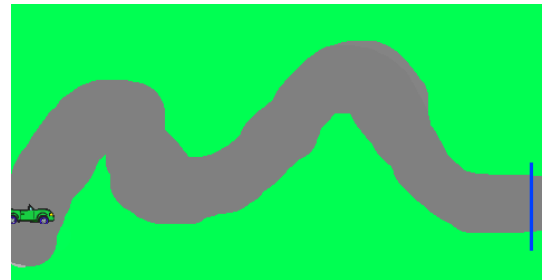
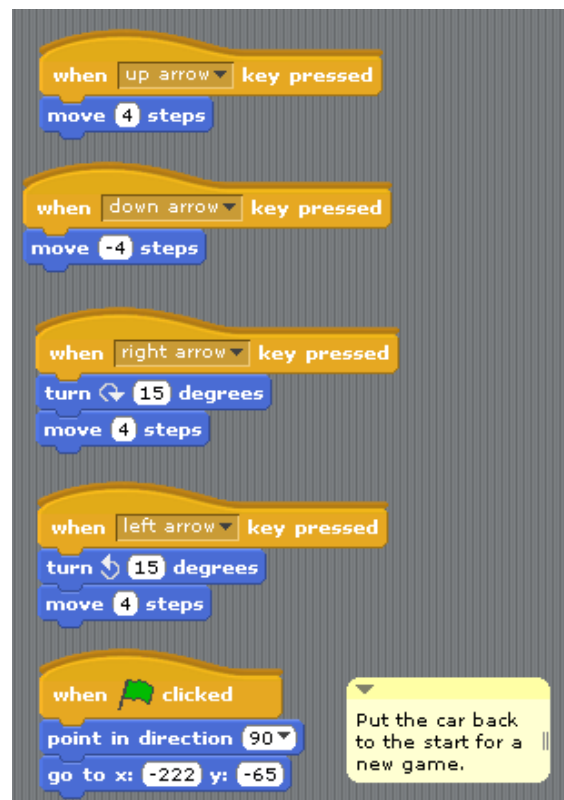7. Add a new sprite. (Go to transportation, to find a car.)

8. Use the shrink button to make the sprite a size to go around bends.

B Programming the game

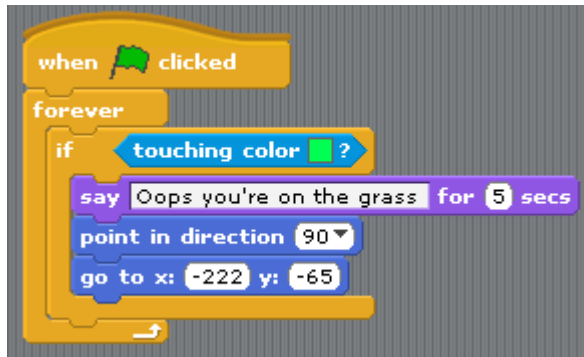**1. 'Tell' the arrow keys to move the car.**

TIPS:

- Right click on a block to duplicate the block and those below.
- Hover over the background area with the mouse to see the position coordinates.
- Right click on the scripts area to add a comment (see yellow box).

---

2. Set a rule if the car touches the green grass.

TIP: To get the correct colour hold the dropper over the area of the stage containing the colour you need.

OR

You can add a written message   OR   Record a message if they touch the grass.

- Choose play sound from the sound blocks.

- Choose record from drop down arrow.

- Press red circle to record your sound and grey square to stop.

3. Add a second if condition for the end of the game.

This can be a recorded message and a written congratulations message. (A timer can also be added.)

Challenge

Add a variable called timer and, at the end of the game, broadcast how long it takes for the car to get to the finish line.

Try adding a second car to make it a two person game.