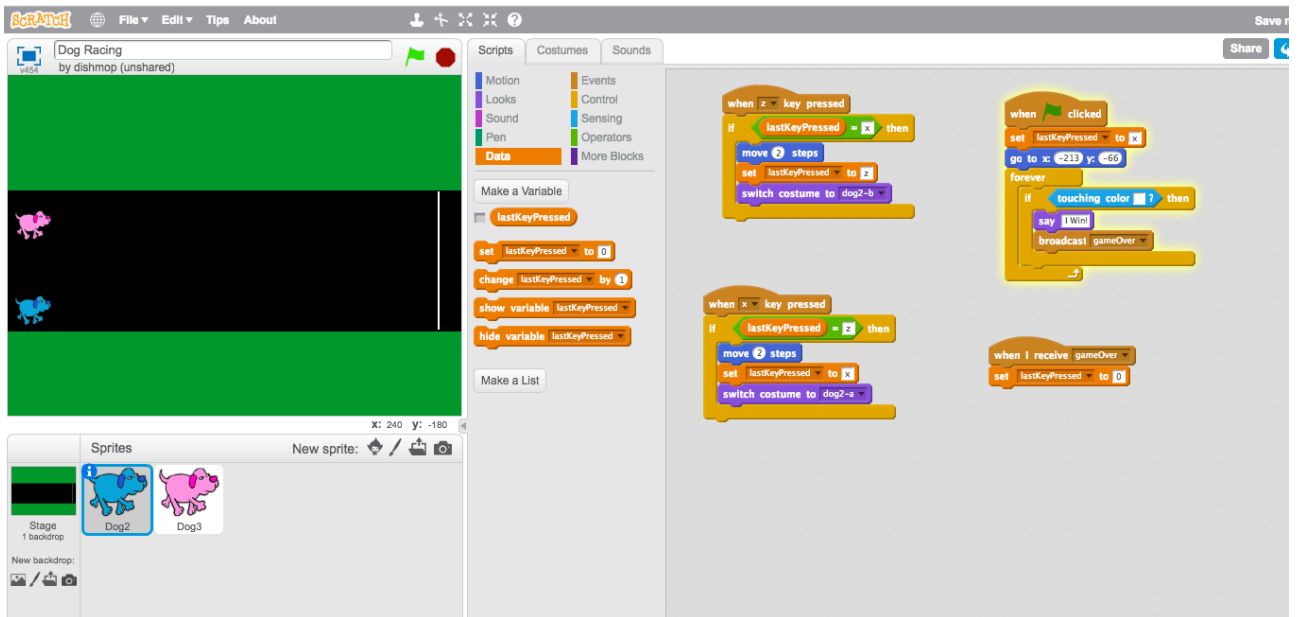


Dog Racing - Solution

Dog 1

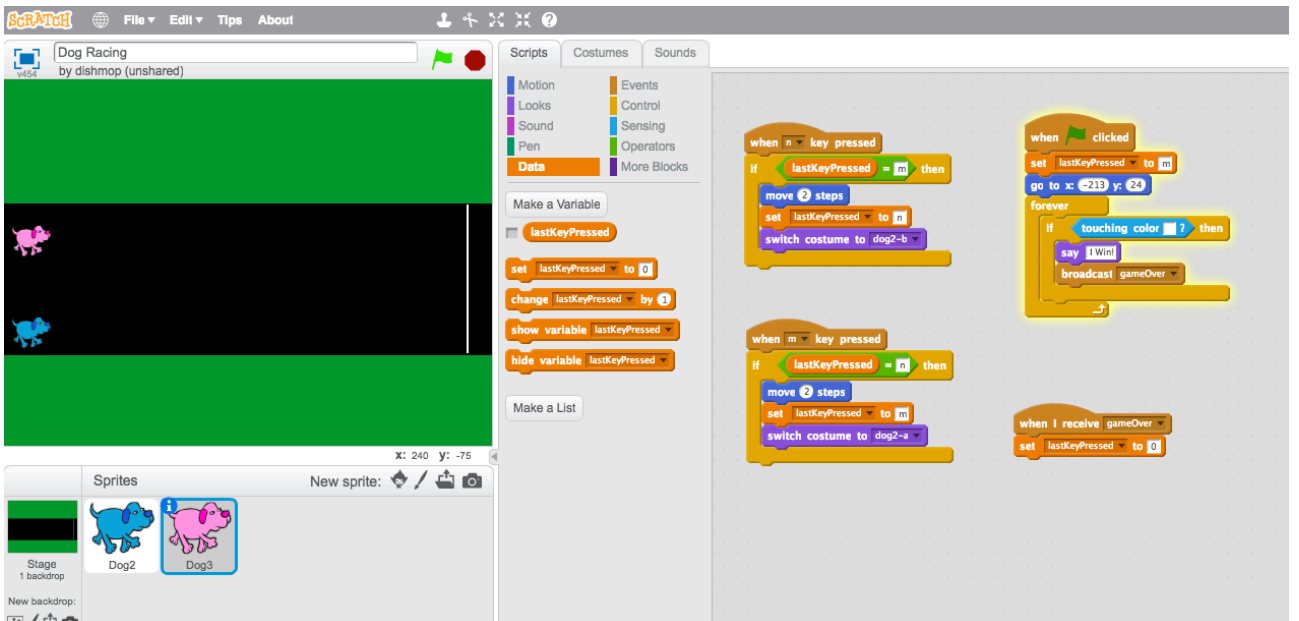


The screenshot shows the Scratch editor for a project titled "Dog Racing" by dishmop. The stage features a green grassy field with a black starting line. Two dog sprites, Dog2 (blue) and Dog3 (pink), are positioned at the start. The Scripts area contains the following code:

- when z key pressed:** if lastKeyPressed = z then move 2 steps, set lastKeyPressed to z, and switch costume to dog2-b.
- when x key pressed:** if lastKeyPressed = x then move 2 steps, set lastKeyPressed to x, and switch costume to dog2-a.
- when clicked:** set lastKeyPressed to x, go to x: -213 y: -60, and enter a forever loop: if touching color? then say I Win! and broadcast gameOver.
- when I receive gameOver:** set lastKeyPressed to 0.

The Sprites area shows Dog2 and Dog3. The variable "lastKeyPressed" is defined with a default value of 0 and is currently hidden.

Dog2



The screenshot shows the Scratch editor for the same project, but with Dog2 selected. The stage features a green grassy field with a black starting line. Two dog sprites, Dog2 (blue) and Dog3 (pink), are positioned at the start. The Scripts area contains the following code:

- when n key pressed:** if lastKeyPressed = n then move 2 steps, set lastKeyPressed to n, and switch costume to dog2-b.
- when m key pressed:** if lastKeyPressed = m then move 2 steps, set lastKeyPressed to m, and switch costume to dog2-a.
- when clicked:** set lastKeyPressed to m, go to x: -213 y: 24, and enter a forever loop: if touching color? then say I Win! and broadcast gameOver.
- when I receive gameOver:** set lastKeyPressed to 0.

The Sprites area shows Dog2 and Dog3. The variable "lastKeyPressed" is defined with a default value of 0 and is currently hidden.