Dog Racing

1

- Delete the Cat sprite
- Make a stage backdrop with a racetrack going from left to right
- Draw a white finish line at the end of the track

2

- Create a new sprite from the library. Choose one with walking costumes (I chose the dog).
- Make him small enough so you can fit two of them on your track.

3

- Create a script so that when Z is pressed, the dog moves 2 steps
- Also when Z is pressed, it should switch costume to one of the walk costumes

when z ▾ key pressed

4
- Now do the same when x is pressed – but this time switch to the other walk costume
- Your dog should now walk when you press x..z..x..z..x..z

5
- Unfortunately he also walks when you press z....z....z....z...z ☹
- Make a variable called lastKeyPressed click the option "for this sprite only"
- When the green flag is clicked set this to "x"
- Also set it to be "x" when the x key is pressed and "z" if the z key is pressed

New Variable

Variable name: lastKeyPressed

○ For all sprites   ● For this sprite only

OK   Cancel
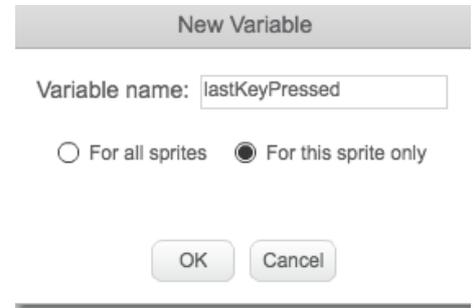
6
- Now instead of always moving and changing costumes when you press z, only do it if the last key pressed was x.
- Do the equivilent thing when the player presses x (only move if last key was z)

7
- Test if the dog is touching white (the finish line) and if so:
  - Make him say "I win"
  - Broadcast a gameOver message
- When the sprite receives a gameOver message, set lastKeyPressed to "0". This will stop it responding to more key presses

8
- Duplicate your sprite, change the colour, change the start position, change the keys to use "m" and "n".
- You now have a two player game!

Extra challenges

- Add sound effects
- Add some more interesting scenery
- Add a start screen
- Add a game over screen with the option to restart
- Add a score to keep track of who has won most over multiple games