

Race Car Game

Part 1

Play the game we are building:
[click](#)

Today's Game

Challenge: Build a racetrack as a maze and add a car.

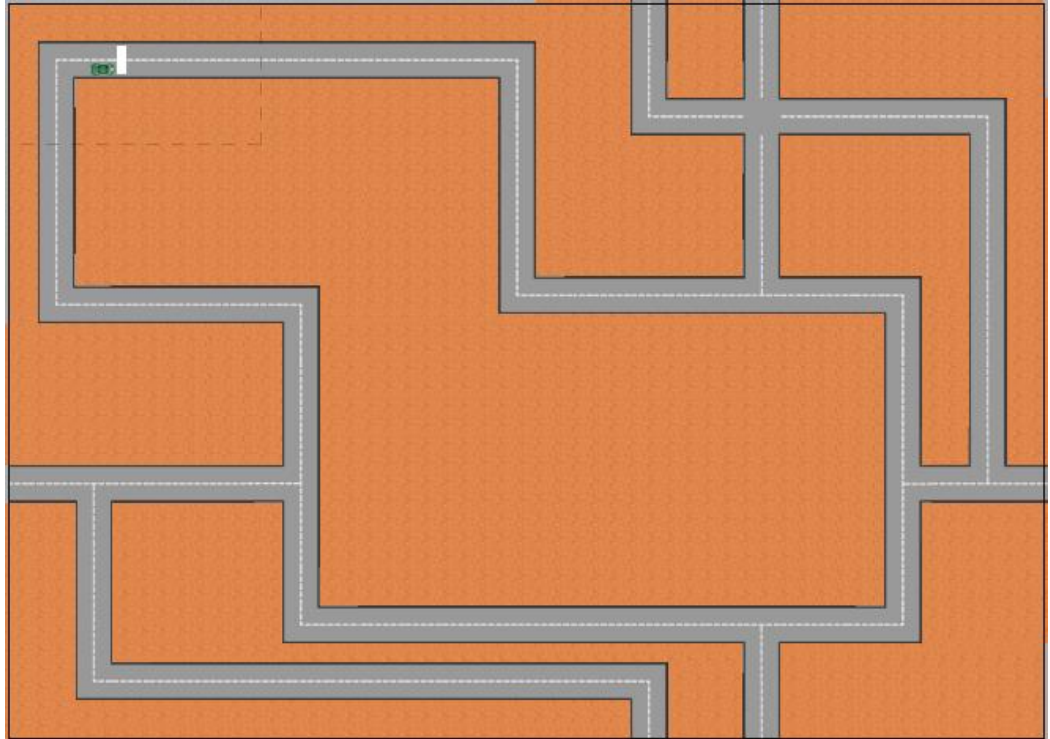
Goal: Drive the car around the track

Features:

- Learn the ***Car*** behavior
- Learn the ***Wrap*** behavior

My Racetrack

- Create your own design
- We will *wrap* around the edges



Create Road Template

The screenshot shows a software interface with several key elements highlighted in red:

- Grid Options:** A red box highlights the 'Snap to grid' checkbox (checked), 'Show grid' checkbox (unchecked), and grid size inputs (Grid width: 32, Grid height: 32). A red arrow points from this box to the 'Use the grid' callout.
- Layout Properties:** A red box highlights the 'Layout Size' field, which is set to '3520, 2500'.
- Road Templates:** A red box highlights a row of road template icons, including corner, T-junction, and cross pieces, along with a small orange square.

Callouts and instructions:

- Use the grid:** A red callout box with an arrow pointing to the 'Snap to grid' checkbox.
- Setup a template of the road parts:** A red callout box with an arrow pointing to the road template icons.

Properties Panel:

Layout properties	
Name	Layout 1
Event sheet	Event sheet 1
Active layer	Layer 0
Layout Size	3520, 2500
Margins	500, 500

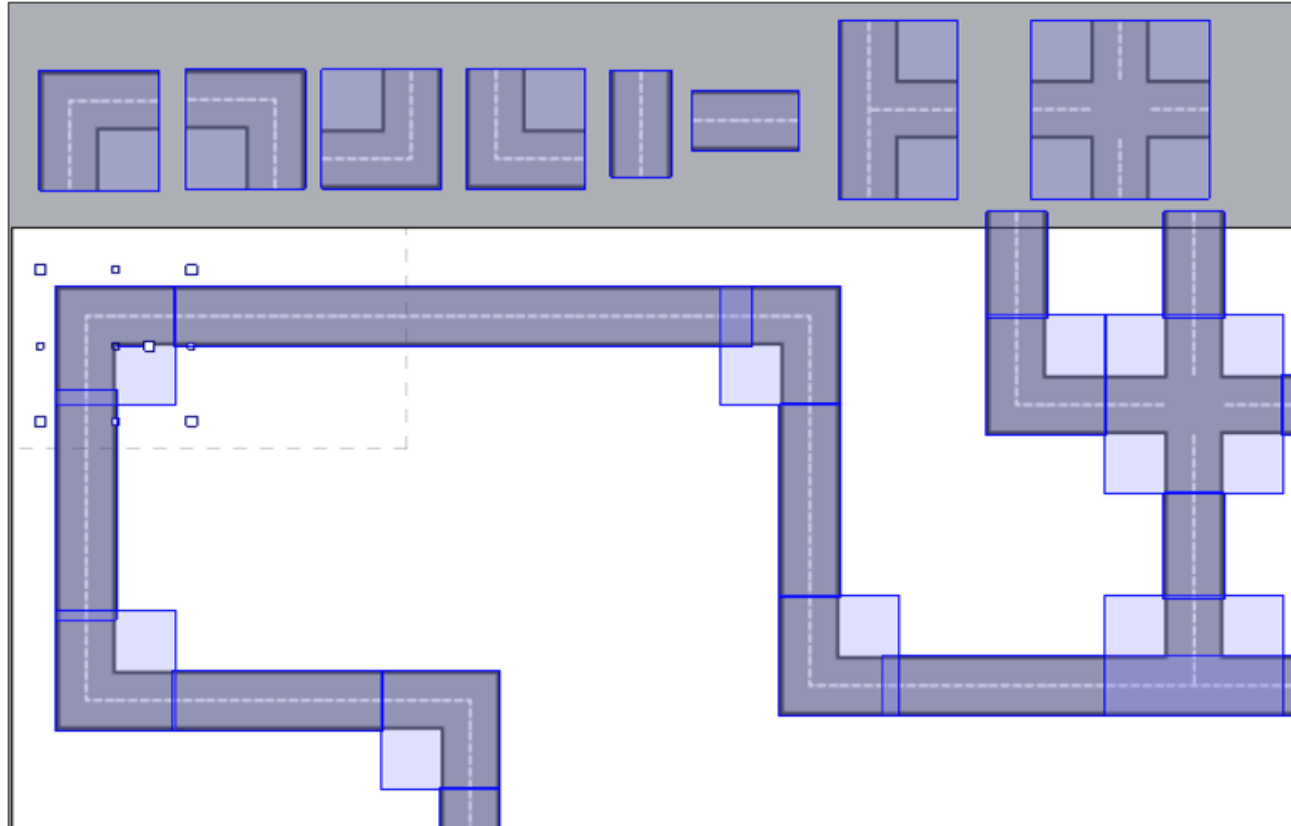
Effects Panel:

Add / edit	Effects
Project Properties	View
More information	Help

- Use a **Sprite** for the corner, cross & t-section.
- Use a **TiledBackground** for the straight & sand.
- There are **ONLY 4** road pieces, rotate them to create the variations.
- **DO NOT RESIZE THEM**

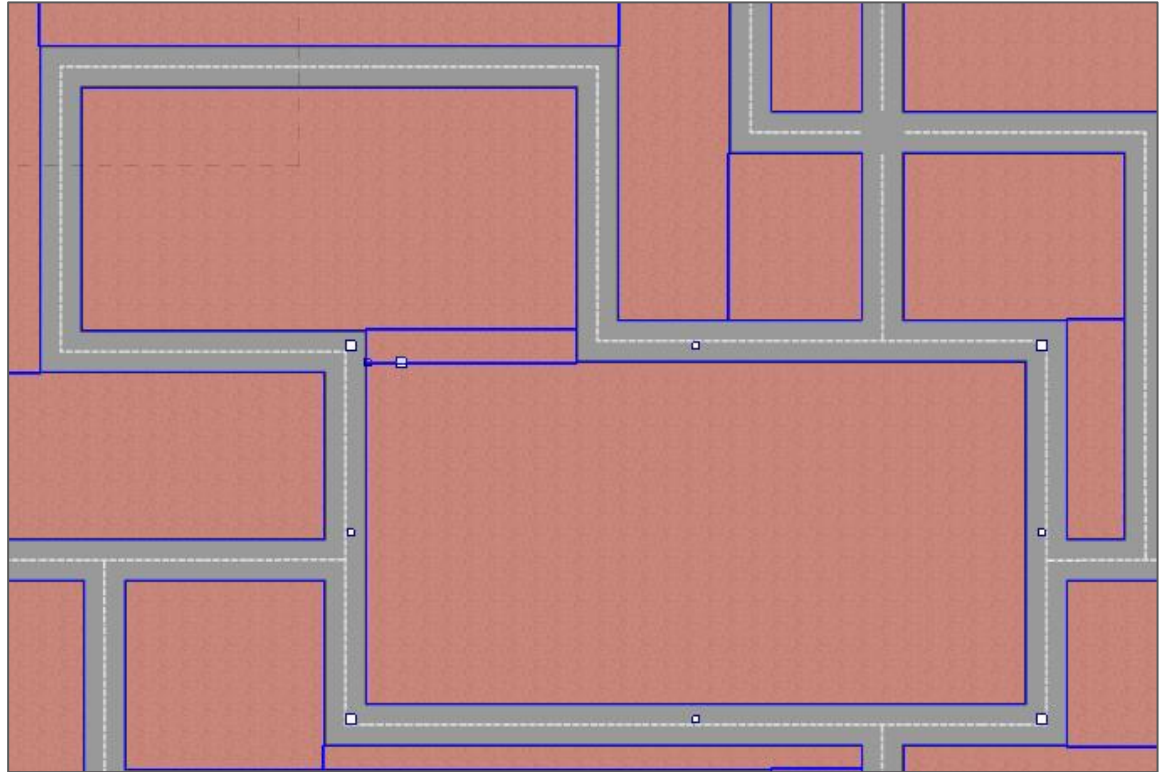
Layout the Road First

- Layout ALL of your road first
- Use “Angle” property to rotate pieces
- Road pieces can overlap
- Make sure that the top/bottom & left/right roads ***MATCH UP.***



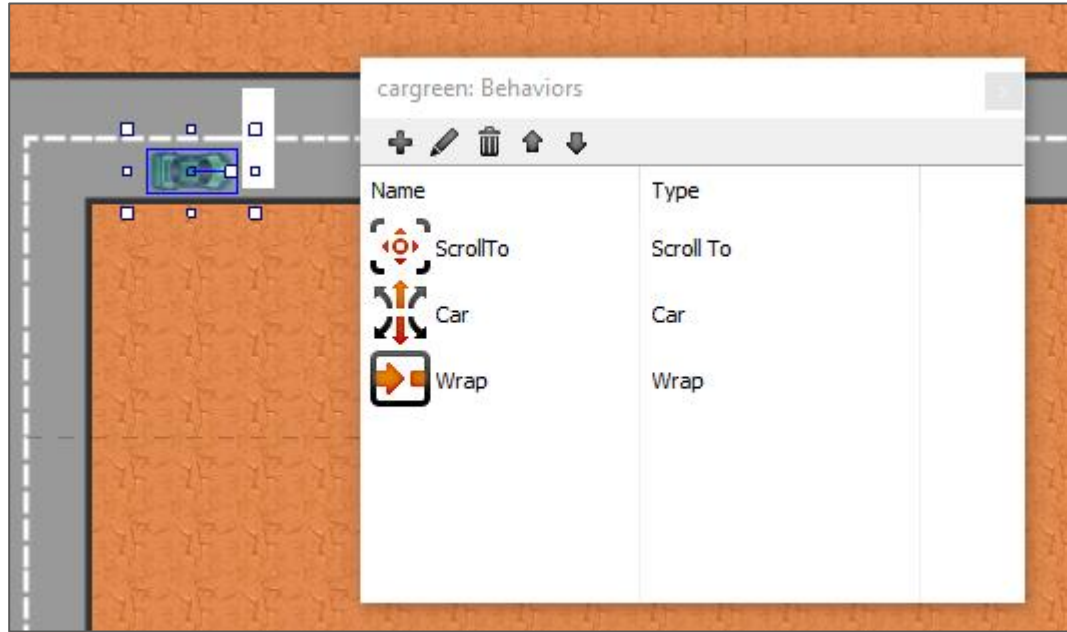
Fill in the Background With Sand

- Using the grid, fill in ALL of the white space with sand.
- It is fine to overlap sand BUT don't overlap the track.
- This will use lots of little tiles.



Adding Car

- Add **Sprite** for the car.
- Add 3 behaviors to car:
 - **ScrollTo** - to follow
 - **Car** - drive around
 - **Wrap** - leave edges
- Car behaviors use:
 - **Up** - go forward
 - **Down** - go backwards
 - **Right / Left** - to turn
 - (Like a “car”)



Final Few Items

- Add ***Solid*** behavior to sand TiledBackground
- Add a small white ***Sprite*** to indicate the starting line (or road piece)
- No events needed so far

Test your game!

Additional Challenges

- Add a “Start” and “Finish” line
- Add a prize to locate
- Add checkpoints throughout the maze
- Add road signs to find the end
- Add dead-ends