

Race Car Game

Part 2

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

Today's Game

Challenge: Expand our racetrack game to include obstacles, shake on collisions, stop light, and a road block.

Goal: Drive the car around the track

Features:

- Learn about **Shake**
- Create 3 levels

Racetrack Level 1

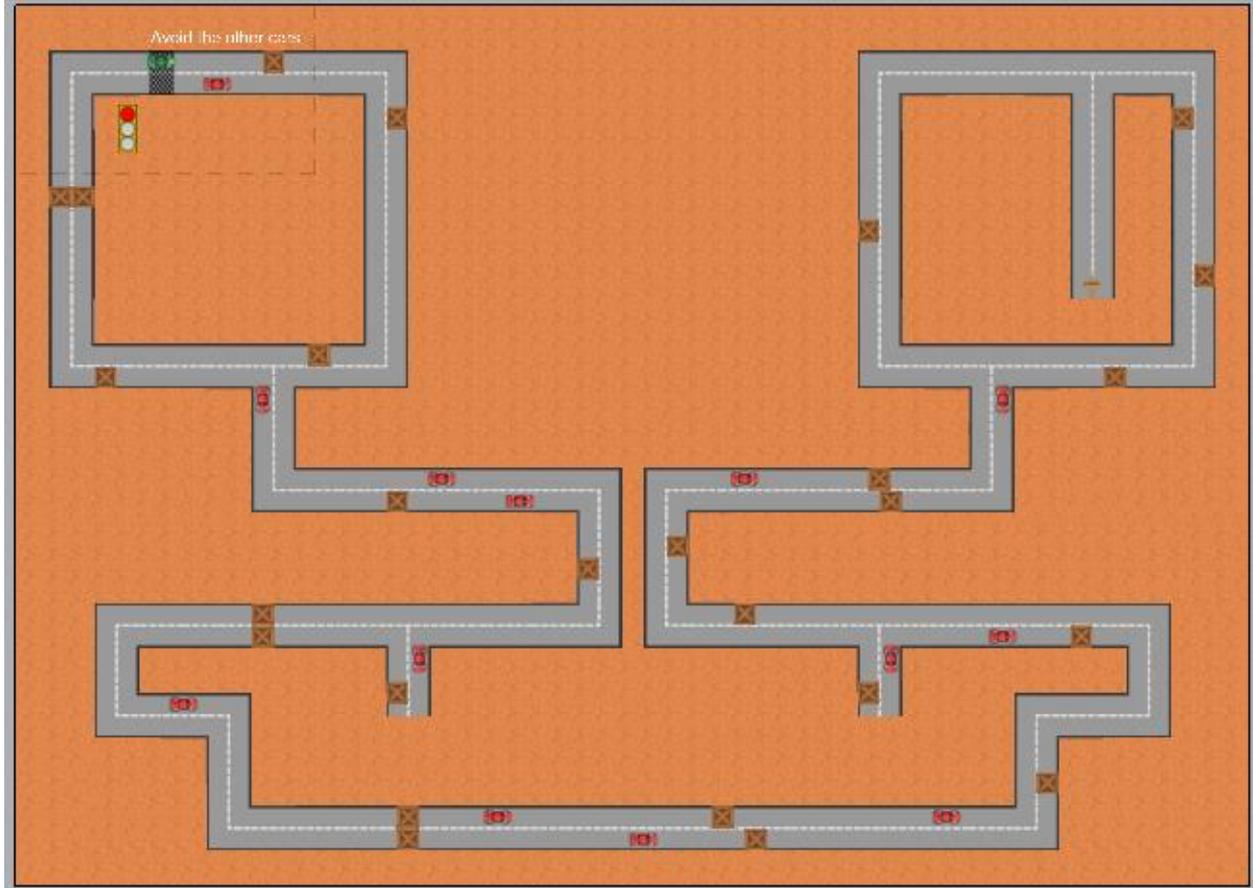
- Create your own 3 levels, here are mine



Racetrack Level 2



Racetrack Level 3



Add Collision & Boxes

- Shake the screen when running into the wall

1

→ cargreen	On collision with 	→ cargreen	Shake  ScrollTo with magnitude 10 for 0.1 seconds (Reducing magnitude)
		Add action	

- Add box as *Sprite*
- Add boxparticles as *Particles*
 - Set “Type” to “one-shot”
 - Set “Spray Cone” to “360”
 - Set speed to “200”

2

→ cargreen	On collision with 	 box	Spawn  boxparticles on layer 0 (image point 0)
		 box	Destroy
		Add action	

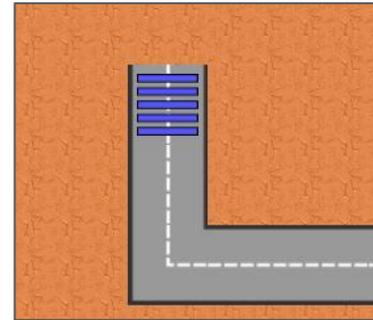
[-] Properties	
Rate	50
Spray cone	360
Type	One-shot
Image	Edit
[-] Initial particle properties	
Speed	200
Size	32
Opacity	100
Grow rate	0
X randomiser	0
Y randomiser	0
Speed randomiser	0
Size randomiser	0
Grow rate rando...	0

Add Three Levels

- Duplicate “*Layout 1*” to “*Layout 2*” & “*Layout 3*”
- Build the two new layouts
- Add a **Sprite** to take you to the next level



- Place on racetrack
- Move “car” to “Top of Layout” (z-order)



Add obstacle cars

- Add obstacle car as a **Sprite**
- Add “**Sine**” behavior
 - Use Movement “**Horizontal**” or “**Vertical**” (based on placement)
 - Period is “**8**” and Magnitude is “**120**”
- Place throughout the layout
- Add sorry “**Text**” about avoiding the car
 - Add **Fade** Behavior
- Add collision event

5	 cargreen	On collision with  enemy	 enemy	Destroy
			 cargreen	Set position to  startOrEnd (image point 0)
			 sorry	Set Visible
			 sorry	 Fade: start fade

Add Finish

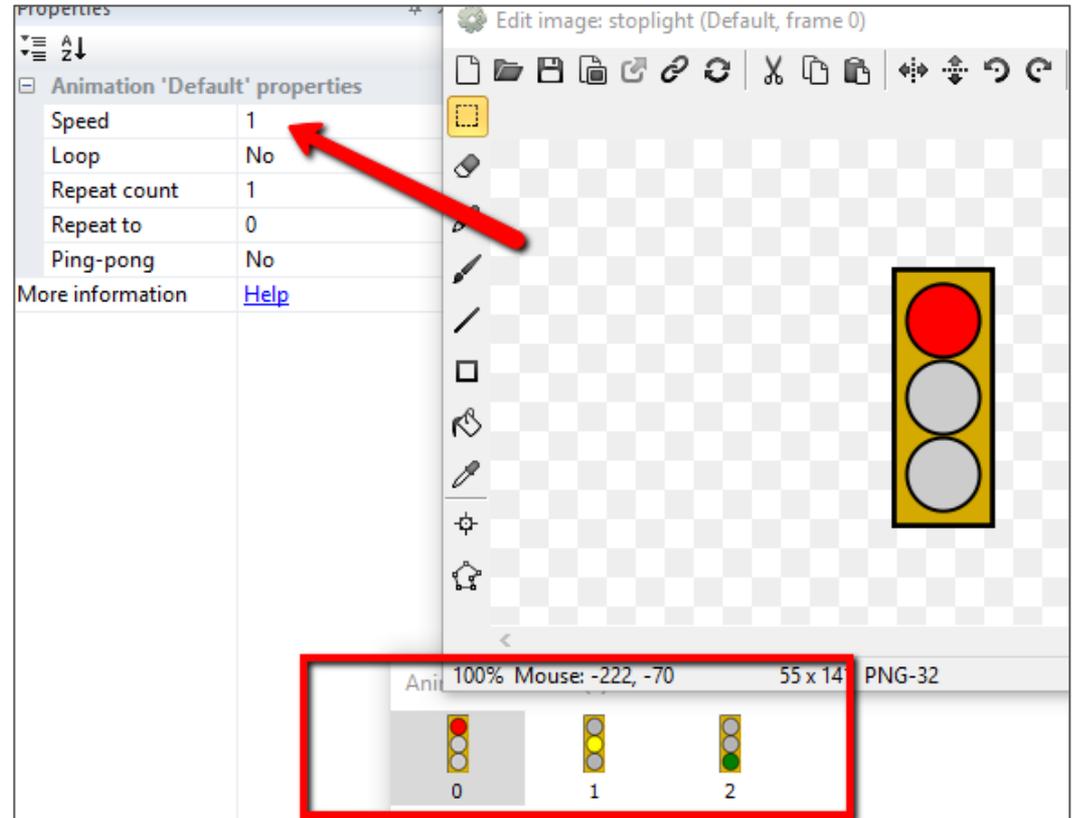
- Finish object is going to spawn and scatter stars as your reward
- Add a finish “**Sprite**”
- Add “**Physics**” & “**Destroy outside of layout**” behaviors
- Add events

6

 cargreen	Is overlapping 	 finish	Spawn  reward on layer 0 (<i>image point 0</i>)
		 cargreen	Stop ignoring  Car user input
Add action			

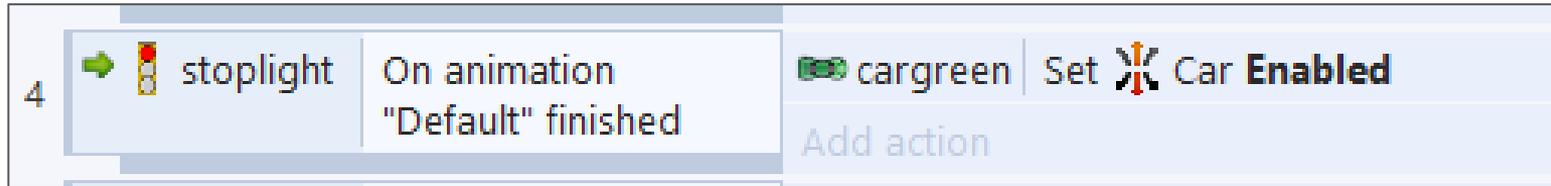
Optional: Stoplight

- Add stoplight as a “*Sprite*”
- Add all three animation frames
- Set speed to “1”



Optional: Stoplight

- Add an event to prevent the car from moving until the animation finishes.
- Make sure ***EACH level*** has a stoplight



Additional Challenges

- Add checkpoints throughout the maze
- Add road signs to find the end
- Add more levels
- Add a door and key