# Draw Car Sprite

## Front wheel drive:

Set costume centre to middle of **front** wheels:



# Add Code to Car



# Finished Product:

#

# Challenges

Can you improve the game by implementing some of the following features?

1. Collisions:
	1. Road obstacles
	2. Animations for crash
2. Course:
	1. Stopwatch
	2. Lap counter
	3. When I am on road, car moves quicker, when I am off road, car has more traction (speed penalty)
3. AI car opponent:
	1. That chases player, or:
	2. Follows course
4. Tyre screech using “pen down / draw” blocks
5. Tweak car physics
	1. Can you create a car with a different “feel”? (e.g. Rear Wheel Drive)
	2. Can I choose it from a selector / menu option?
6. Advanced:
	1. Adapt physics to create a **boat or jetski on water, or aerial snowboard on snow**
	2. Driver – can I enter and exit my car when in close proximity, as well as get out and walk around? (Hint – I don’t drift when I walk)