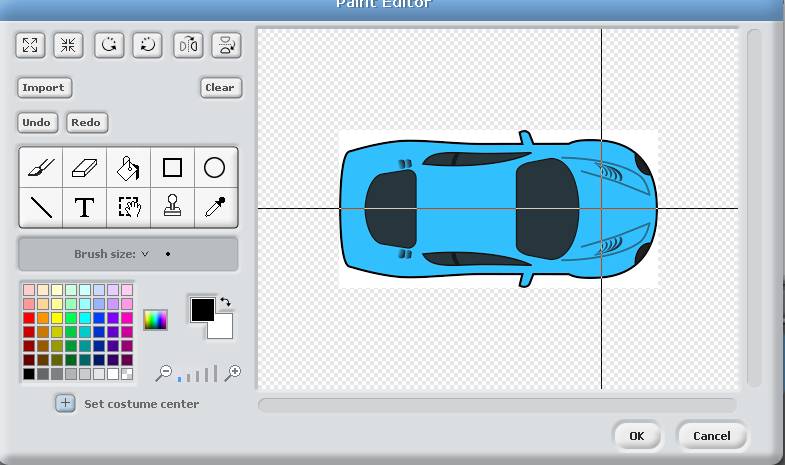
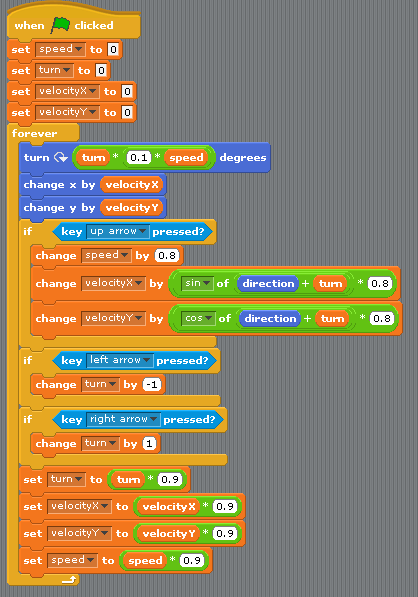
# Draw Car Sprite

## 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)