

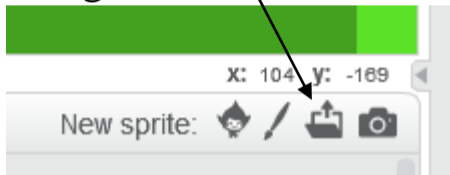
# Controlling a vehicle! Part 2

## Creating the Map

1.) Draw a map using Piskel



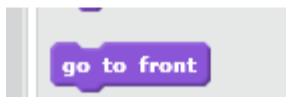
2.) Import the image as a sprite (not a background)



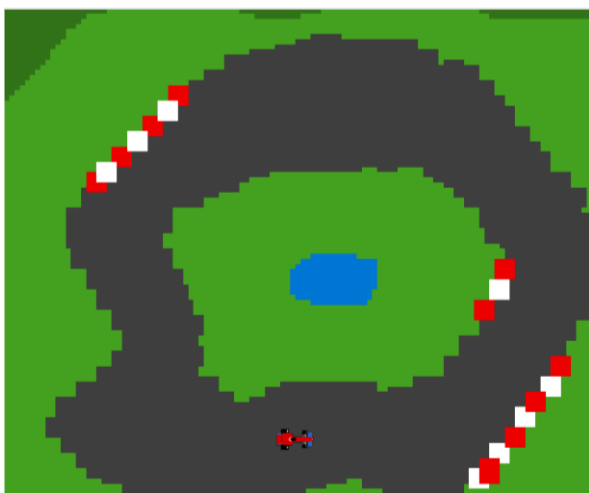
3.) Resize it using the resize buttons



4.) Send the car to the foreground by clicking on it and then clicking on



5.) Resize the car and put it into the starting position



## Starting position/Reset

1.) You will need to ensure that the cars are in a starting position and facing the right way

2.) Place the car where you want it to start



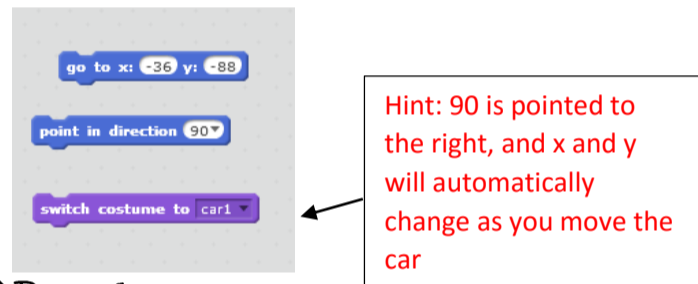
3.) Copy this code into Scratch and make a new message



4.) Call it "Restart Car1"



5.) Place this code underneath it

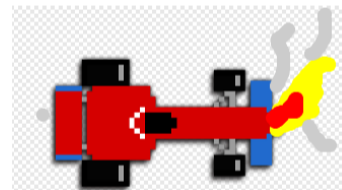


6.) Put this underneath the flag



## Crashing

1.) Draw a crashed version of your car



2.) Arrange this code to put into your code to crash.



3.) After putting the code together it should crash and restart its position

Extra: Figure out how to make a crash animation if you are awesome!

