

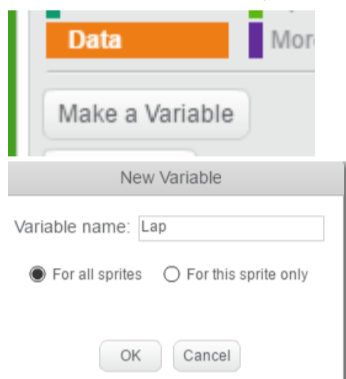
Controlling a vehicle! Part 3

Recording Laps

- 1.) Draw a finishing line



- 2.) Put it into scratch
- 3.) Create a variable and call it "Lap"



- 4.) Create a new "when flag is clicked" and "forever loop" with the car sprite.

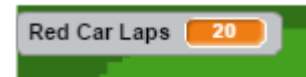


- 5.) Insert this code to make it record laps

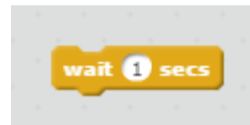


Fixing the problems

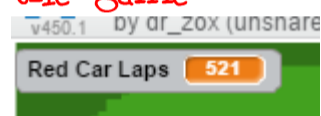
If you have noticed the laps are increasing too fast:



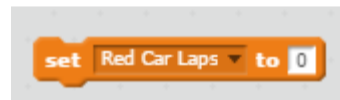
You will need to insert this line of code somewhere to fix this



The laps are not restarting when you start the game



Insert this code in somewhere to fix this issue



Winning the game

- 1.) Draw a "red car wins sign" and load it into scratch.

RED WINS!

- 2.) Add this code to make it disappear when the program starts.



- 3.) Use this code to make the game stop and this to appear when the red car wins.

