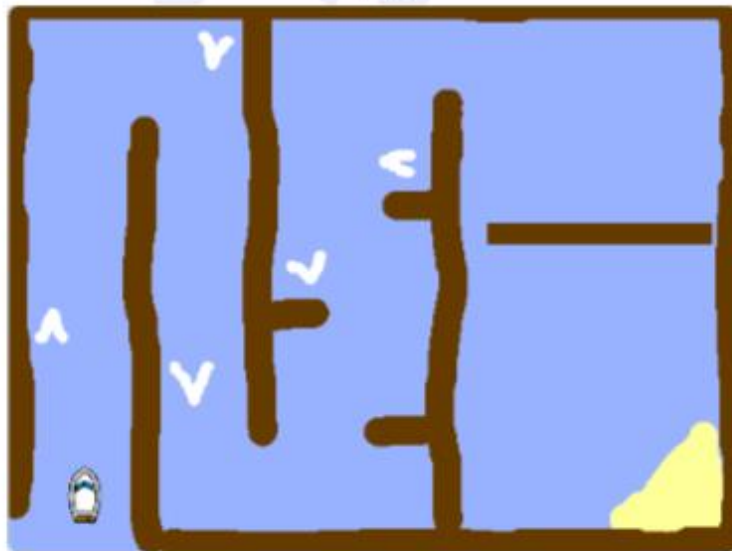


Boat Race

A racing game.

The player uses the mouse to navigate a boat to an island without bumping into obstacles.

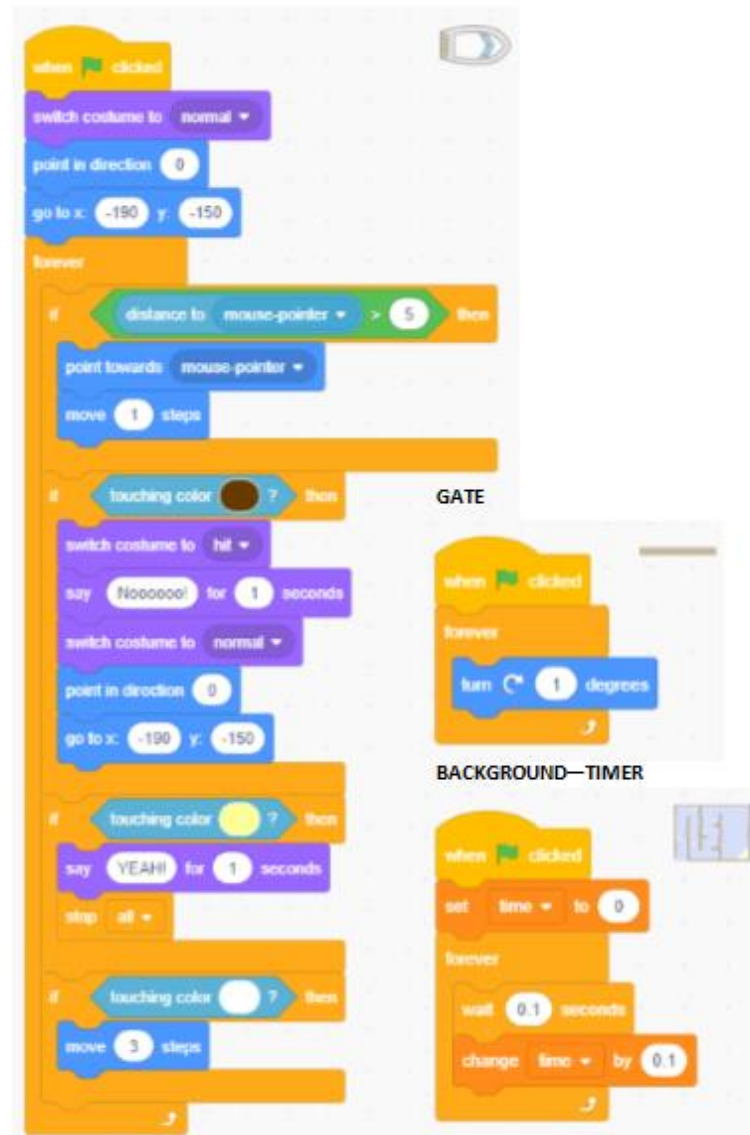


WHAT YOU LEARNT


- Use operators to compare numbers in Scratch
- Add code to detect when a sprite is touching a colour in Scratch
- Use a variable to record the time in Scratch

Challenge: improving your game

Can you add more obstacles to your game? For example, you could add green slime to your backdrop and make changes to the code so that the slime slows the boat down when the player lets them touch. You could add a moving obstacle, for example a log or a shark!



GATE



BACKGROUND—TIMER

