

WHIZZKIDS.ID

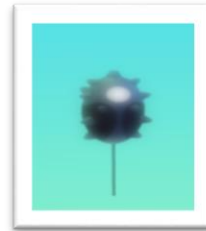
PROJECT 2

ROVER RACING CODE



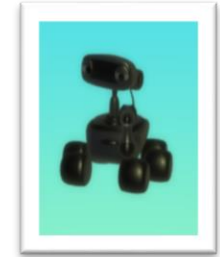
Scratch script for the red rover:

- 1 WHEN keyboard pressed (Arrows) DO move quickly quickly
- 2 WHEN bumped (nut) DO win
- 3 WHEN health equals points DO end
- 4 WHEN 1st person DO play fast C
- 5 WHEN play fast C



Scratch script for the dark blue rover:

- 1 WHEN DO move wander slowly
- 2 WHEN bumped (rover) DO damage it points



Scratch script for the black rover:

- 1 WHEN DO move on path quickly
- 2 WHEN bumped (nut) DO end

