**3D Simulation Racing Game**

1. Backdrop: Draw two colors to represent a sky and grass:

This game has SEVEN sprites that we will need to add:

1. Sprite 1: Add ball sprite from library.
2. Sprite 2: Add helicopter sprite from library.
3. Sprite 3: Add tree sprite from library. (name this obstacle 1)
4. Sprite 4: Add tree sprite from library. (name this obstacle 2)
5. Sprite 5: Make new sprite that says GAME OVER.

Go to rmscoding.weebly.com and download: Player Car 1, Player Car 2, road 1 and road 2 .

1. Sprite 6: Upload Player Car 1 as a sprite. In costumes, click folder and upload Player Car 2.
2. Sprite 7: Upload road 1 as a sprite. In costumes, click folder and upload road 2.

Add the following code:

|  |  |  |
| --- | --- | --- |
| **Ball Sprite** | **Tree (obstacle 1)** | **Tree (obstacle 2)** |
|  |  |  |
| **Game Over** | **Road** | **Helicopter** |
|  |  |  |
| **Race Car** | | |
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