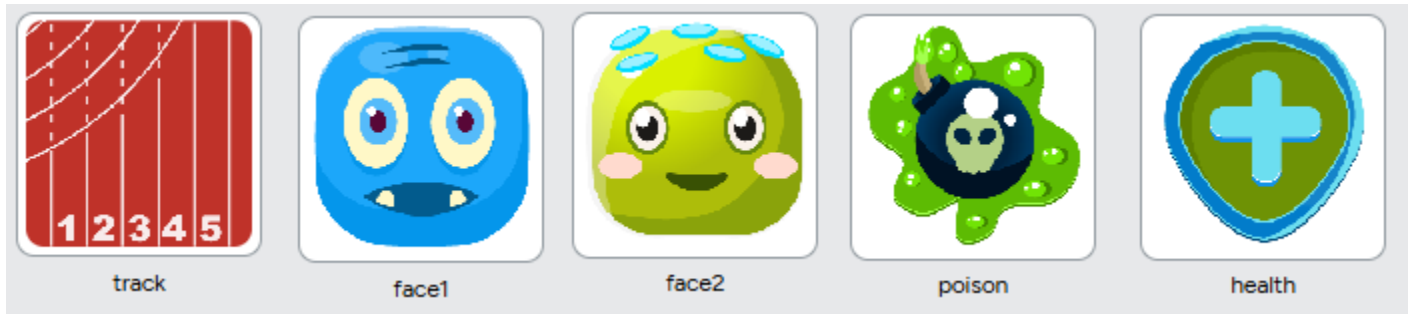


Race to the Finish

You will need these sprites:



This code will set up the sprites:

```
1 var bg = createSprite(200, 200);
2 bg.setAnimation(▼ "track");
3
4 //the racers
5 var you = createSprite(328, 370);
6 you.setAnimation(▼ "face2");
7 you.scale = 0.15;
8 var them = createSprite(202, 370);
9 them.setAnimation(▼ "face1");
10 them.scale = 0.15;
11
12 //health or poison
13 var clicker = createSprite(70, 180);
14 clicker.setAnimation(▼ "poison");
15 clicker.scale = 0.2;
16
17 //variables to control game
18 var which = "poison";
19 var timer = 0;
20 var gameOver = "no";
21
```

Create the instructions method to display the prompts.

```
39 //displays prompts & rules
40 function instructions(){
41   textSize(20);
42   fill(▼ "black");
43   text("Mouse over", 10, 250);
44   text("    if health.", 10, 270);
45   text("Stay off ", 10, 290);
46   text("    if poison.", 10, 310);
47   text("Them", 175, 330);
48   text("You", 310, 330);
49   textSize(36);
50   fill(▼ "Black");
51   text("The Race", 5, 50);
52   text("Begins!", 5, 90);
53 }
54
```

Use this code temporarily to check if the screen is set up properly.

```

22 function draw() {→
23   drawSprites();
24   instructions(); →
25 }
26

```

You will delete this code later on.

Check everything is showing up.



Make the movement function to move you and them depending on how well you click with your mouse.

```

55 //moves both you and them
56 function movement() {→
57   //if it is poison, you go back
58   if (which=="poison") {
59     if (mouseIsOver(clicker)) {
60       them.y--;
61       if (you.y<370) {
62         you.y+=2;
63       }
64     }
65   }
66
67   //if it is health, you go forward
68   if (which=="health") {
69     if (mouseIsOver(clicker)) {
70       you.y-=2;
71     } else {
72       them.y--;
73     }
74   }
75 }
76

```

Make a function to switch back and forth between the health and the poison. This will switch randomly.

```
77 //after a certain length of time
78 // switch between poison and health
79 function handleSwitching() {
80   if (timer==30) {
81     //after enough time
82     //reset time
83     timer= randomNumber(1,7);
84   }
85   //which to the other one
86   if (which=="poison") {
87     which = "health";
88     clicker.setAnimation(▼ "health");
89   } else {
90     which = "poison";
91     clicker.setAnimation(▼ "poison");
92   }
93 }
94 else {
95   //otherwise, it's not time yet
96   timer++;
97 }
98 }
```

Make a function to check if someone has won.

```
100 //checks if there is a winner
101 function gameDone() {
102   if (you.y<=30) {
103     //you reach the top
104     gameOver="yes";
105     textSize(40);
106     fill(▼ "yellow");
107     text("You Win!", 200, 200);
108   }
109   else if (them.y<=30) {
110     //they reach the top
111     gameOver="yes";
112     textSize(40);
113     fill(▼ "yellow");
114     text("You Lose!", 200, 200);
115   }
116 }
```

Delete the code in the old draw method.

Make sure you only have **one draw method**.

This is the new code for the draw method:

```
22 function draw() {  
23   drawSprites();  
24   if (gameOver=="no") {  
25     movement();  
26     handleSwitching();  
27   }  
28   instructions();  
29   gameDone();  
30 }  
31
```