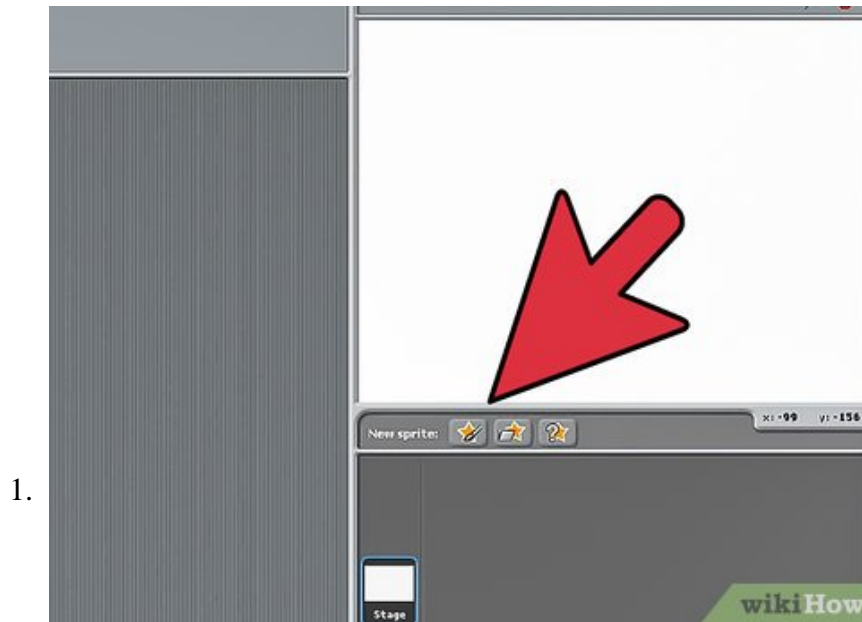


How to Create a Two-Player Boat Racing Game in Scratch

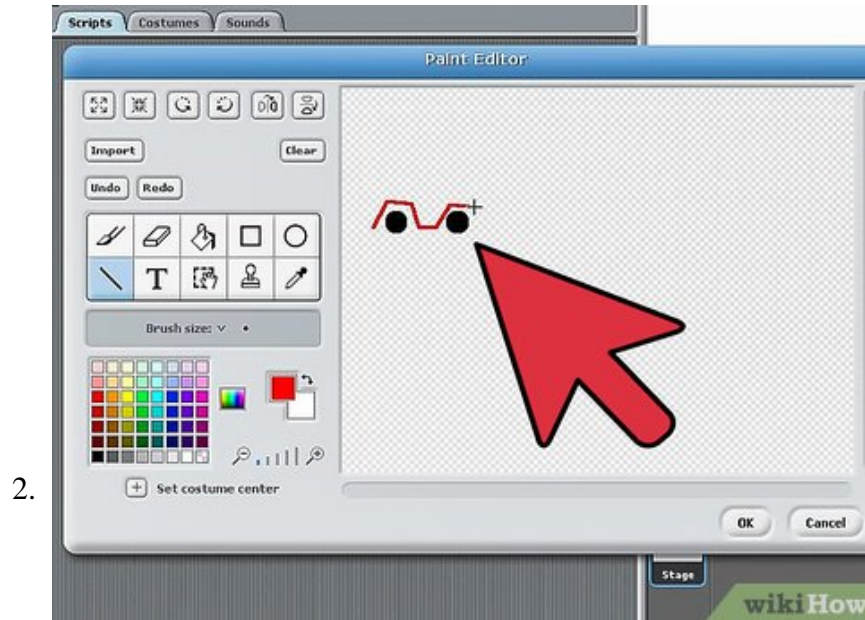
This step-by-step guide will teach you how to create a boat racing game using the program Scratch. Once you've finished programming this simple game, the two boats will race along using keystroke commands. Open up Scratch.

Part 1 of 4:

Creating the boat



Click the left button under the white canvas.



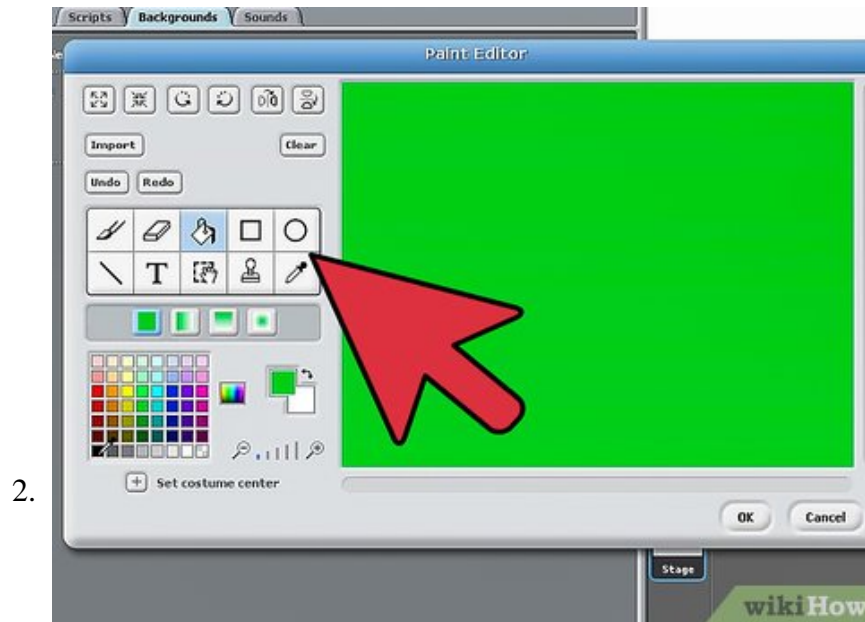
Draw your boat or import an image to use. After you have done that, click OK.

Part 2 of 4:

Creating the race course



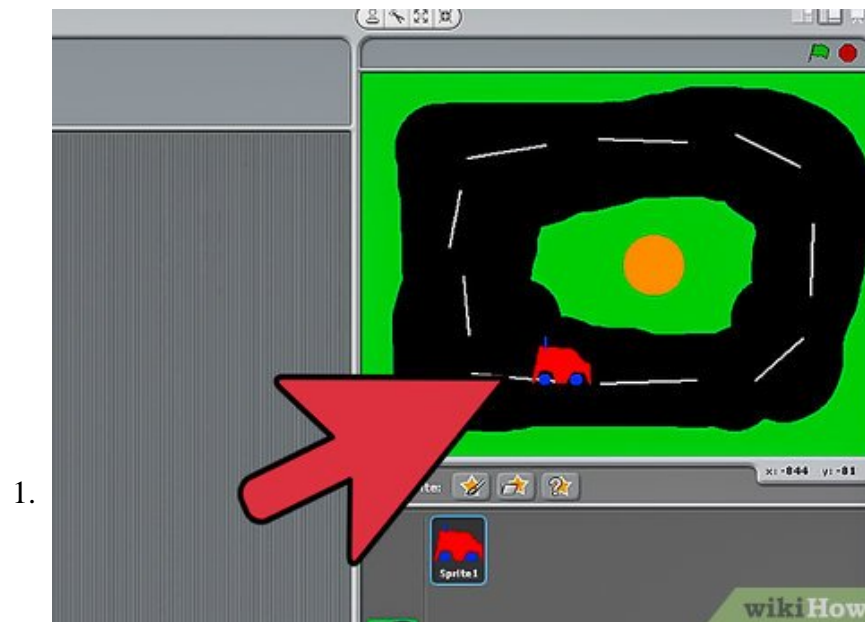
Double click on the stage to highlight it



Click edit and design your boat course the way you want it. The image provides an example.

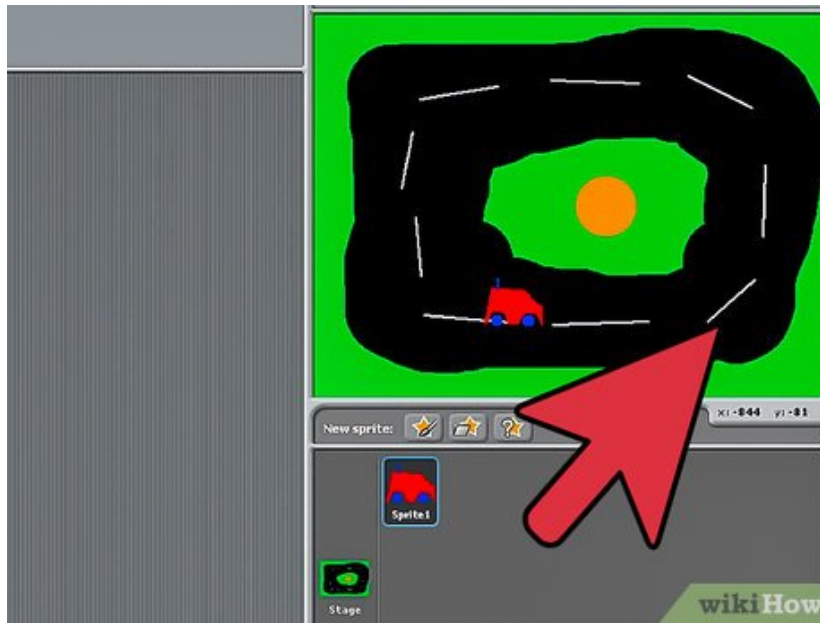
Part 3 of 4:

Scripting boat movement



Make it so that the boat is able to turn. You can use the script displayed in the image accompanying this step, which makes the boat turn left and right. If you want, you can change which keys you want to use for turning and moving.

2.

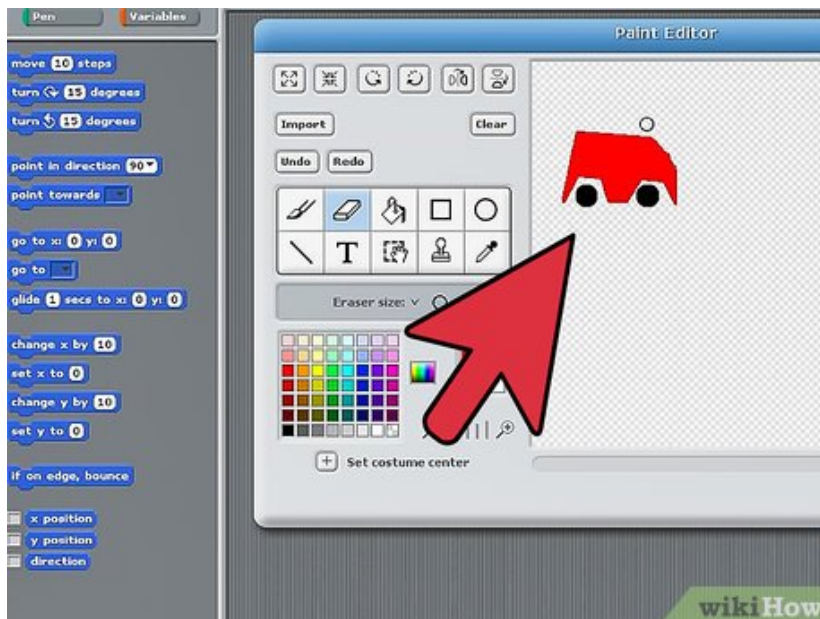


Make the boat slow down when it approaches a border. You will want to add something like what is shown in the image accompanying this step. In this script, if the boat touches black it will slow down. You can use something similar.

Part 4 of 4:

Creating a 2-Player Game

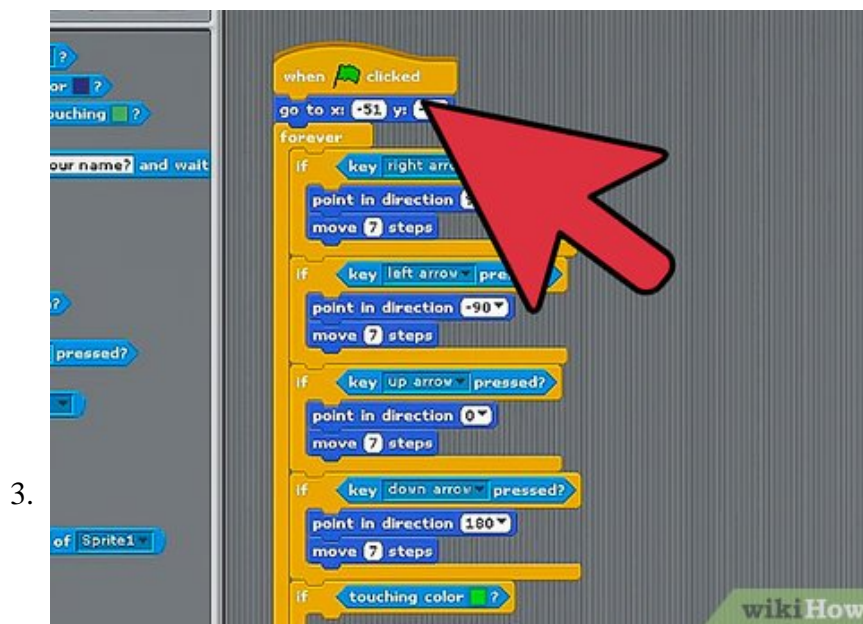
1.



Add another sprite (boat).



Create the script for the second boat. You will need to change the way Boat 2 turns. For example, if Boat 1 uses left and right arrows, Boat 2 could use the A and D keys instead.



Click the green flag in the top corner. Now you can freely play. Have fun and enjoy.

You finished reading the article "[How to Create a Two-Player Boat Racing Game in Scratch](#)" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.