

Experiment

Select the rock sprite to change the code that controls the rocks.



What happens if we use a smaller number like 0.1 or a larger one like 0.5?



Experiment with different values here. How do the rocks change?

Select the Moon Rover sprite.



Try -2 instead of -1.



Try 2 instead of 1. How does this change things?

Challenges

Edit the rock sprite, adding some other colours with a brush to give it more of a texture.

The gravity on the moon is very low. Make the buggy bounce up higher when it hits a rock.

Make the buggy come down more slowly when there are no rock around.

The rocks are already in random positions. Try and make them random sizes.

If you keep accelerating the moon buggy may turn over. Add some code to set a maximum speed limit for it.

Add another sprite to be the crates that are being collected. Use code to make it scroll across the screen at the same speed as the rocks. As the crate hits the buggy it should disappear.

Try adding a variable to count the number of crates collected.