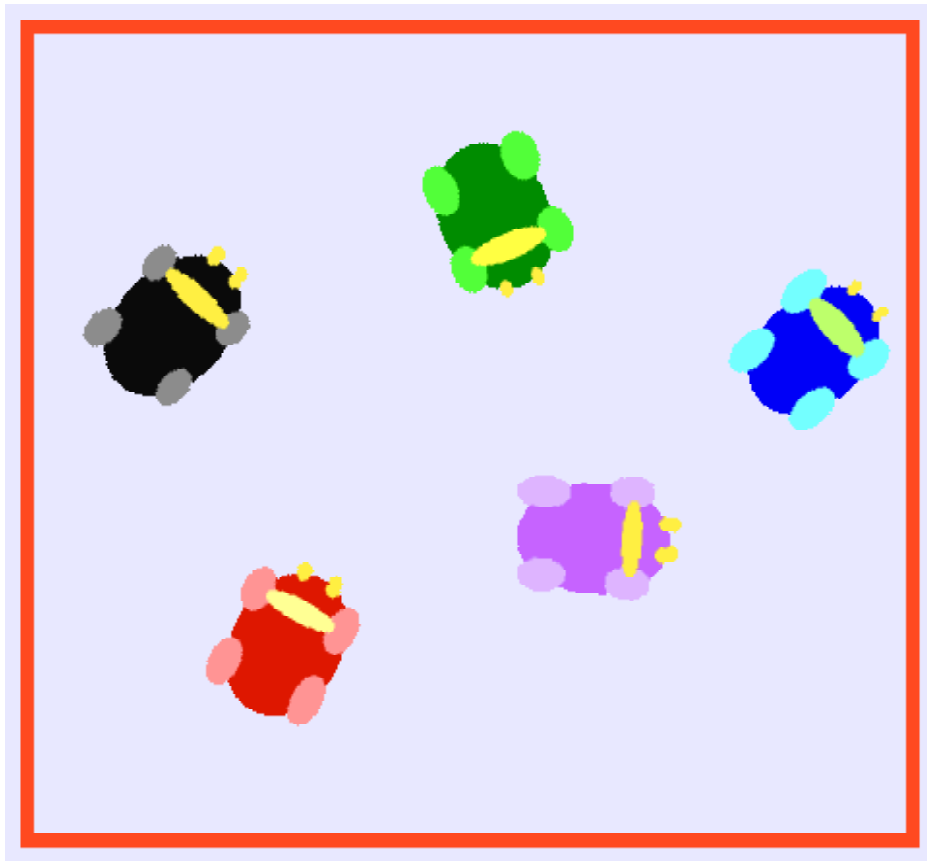




# SQUEAK TUTORIAL: BUMPER CARS



Time to complete: about one hour

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Squeak version: Squeak 3.2.8b5 classic

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## Welcome to Squeak Tutorial

The goal for this particular project on the computer program squeak is to create a bumper car playfield where cars will either crash into each other or it will crash into the wall and bounce back. This project will probably take about one hour to complete. Some of the main scripts that were used in the project were colour see, forward by, and turn by.

### Steps for drawing the bumper car:

1. Bring up your paint pallet by either clicking on the brush on the control flap or by dragging out the pallet from the supplies section.  
Using the shapes section at the bottom of the painting flap, draw a small oval the colour of your choice.
2. Make four smaller ovals as the wheels.
3. Using the smallest paintbrush and the colour of your choice, paint on a windshield.
4. The last thing that you will draw is a car's headlight.
5. Set the cars forward direction by using the green arrow.
6. Name the sketch.
7. Make five-bumper cars the same way, however each of them will have to be in different colours.



### Steps for drawing the playfield:

1. Use the fourth largest brush and select a colour of your choice to draw a square.  
(i.e. Red)

### Creating a Script for the Bumper Cars:

1. Bring up the handles of one of your bumper cars.

To bring up the handles of the sketch, remember to hold down the command key and click on the steering wheel.

When you feel that your drawing is done, click on the keep button.

- Bring up the Viewer of the bumper car.
- Name your car. (i.e. Purple Car)
- To add a new script click on the piece of paper beside your car's name and select add a new script.

A box will appear, click to wherever you want the script to be.



- Name your script. (i.e. bumper)
- Click on the category button and select basic from this menu.
- Bring out the tile forward by 5, and place it into the script.
- Change the 5 that is located beside the two up and down arrows into 20.



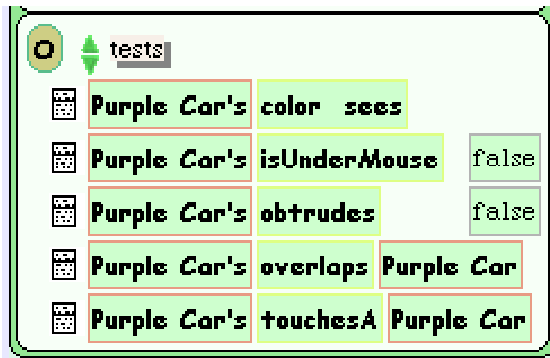
The exclamation mark at the top left of your script is placed there for you to run your script through once, if pressed repeatedly then the script will run repeatedly.

- On the top of your car's script window, click on a small icon looks like a yellow piece of paper.

This small icon to bring up a YES/NO test and place it under your forward tile.



- In order to tell the when it is supposed to turn when it crashes to the wall; it is need to use a test.
- Click on the category button and select tests from this menu.



You can set the tick rate by holding down the clock beside the name of your script.

- When the tiles appear select the tiles colour sees.



- When you have selected the tiles place them in the test rectangle next to the word TEST.

14. If we mouse down on the first small square colour, a colour palette will appear. Hold the mouse down and drag the cursor onto the headlights of your car.
15. Use the same procedure to change the second colour square to match the colour of the wall.
16. Place the turn by tiles right under the colour sees tiles in the YES part of your test.
17. Change the 5 that is located beside the two up and down arrows into 700.

**Purple Car turn by 700 ▶**

18. Using the same procedure, substitute only the headlight with the colour of the wheels of the car.
19. Using the exact procedure, substitute only the headlight with the colour of the body of the car.
20. By now you should have one forward tile and three different tests with colours sees and turn by tiles in the test.



21. Use this entire procedure and make the same script for each car that you have created.

### Conclusion/Reflection

- What have you learned from this tutorial?
- What problems did you solve from making this project?
- How could the project be improved?
- What problem will you try to explore or solve in the next project?
- What do you think this project needs to make it more exciting?