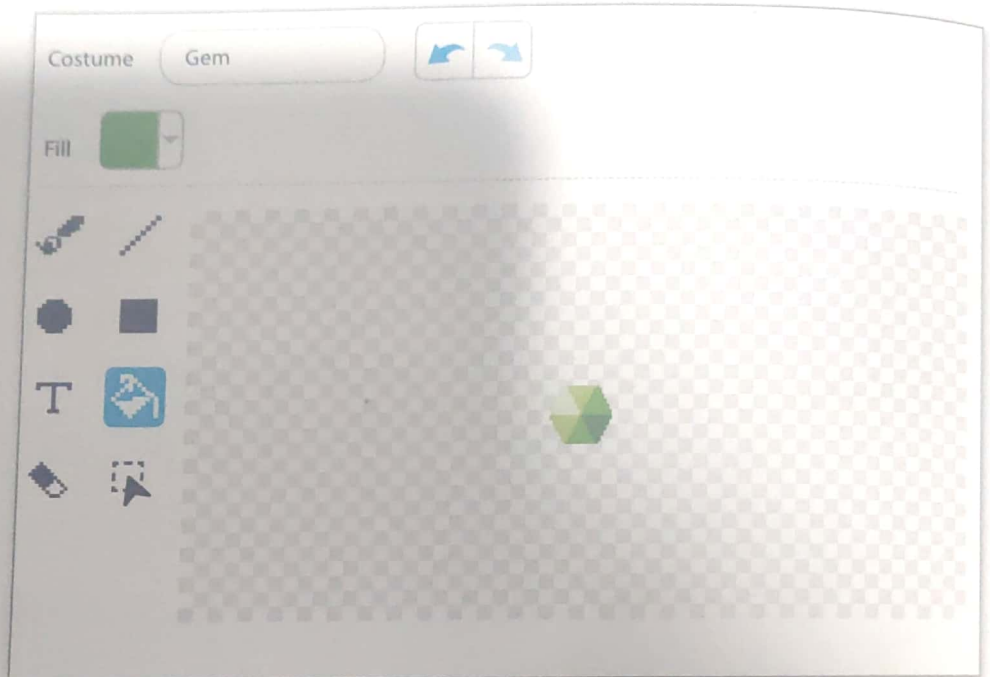


Collecting gems

The next step is to create the colorful gems that the players battle to collect. Each gem will be a clone of a single gem sprite, which makes it easy to put lots of gems on the stage at once.



28 Click the paintbrush symbol in the sprites menu to create a new sprite with the paint editor. To create a gem, use the line tool to draw six triangles arranged in a hexagon. Fill each one with a different shade of green. Make it similar in size to the snowball.



Name the sprite "Gem".



29 Create two variables—"RedCarGems" and "BlueCarGems" (both for all sprites)—to tally how many gems each car collects. Now add these code blocks to the Gem sprite; they're similar to the code blocks for the snowballs.

```

when I receive Setup
  set RedCarGems to 0
  set BlueCarGems to 0
  go to front layer
  hide
  
```

These blocks reset the scores when the game starts.

```

when I start as a clone
  go to x: pick random -200 to 200 y: 180
  set color effect to pick random -100 to 100
  show
  
```

This block picks a random color for the gem clones.

30 Add the following code to move the gems along with the road and to update the total number of gems collected by each car. Load the "Fairydust" sound to the Gem sprite so that it plays each time a gem is collected.

```
when I receive Move
  change y by RoadSpeed
  if touching RedCar ? then
    start sound Fairydust
    change RedCarGems by 1
    change Countdown by 1
    delete this clone
  if touching BlueCar ? then
    start sound Fairydust
    change BlueCarGems by 1
    change Countdown by 1
    delete this clone
  if y position < -175 then
    delete this clone
```

This block moves the gem with the road so that it appears to be fixed in one spot.

Collecting a gem adds 1 point to the score.

Collecting a gem adds 1 second to the countdown.

This block deletes the gem if it reaches the bottom of the stage without being collected.

