

For your Scratch project, you will be making a “Boat Maze Race” game in which you’ll let the user use the computer mouse to navigate a boat until it reaches the land.

Using all the provided sprites, make an interactive game for when the green flag is clicked:



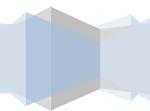
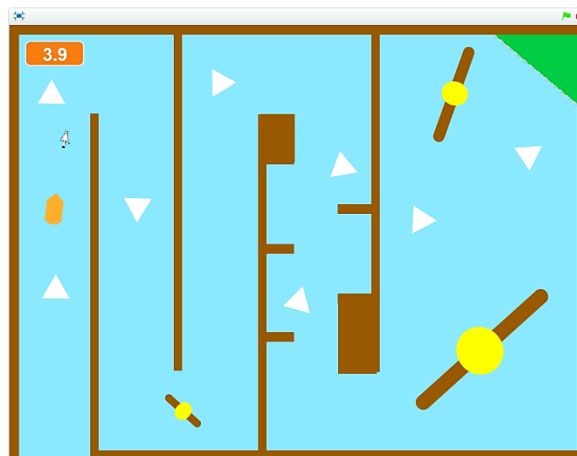
1 the costume of the boat will be switched to Boat_new;



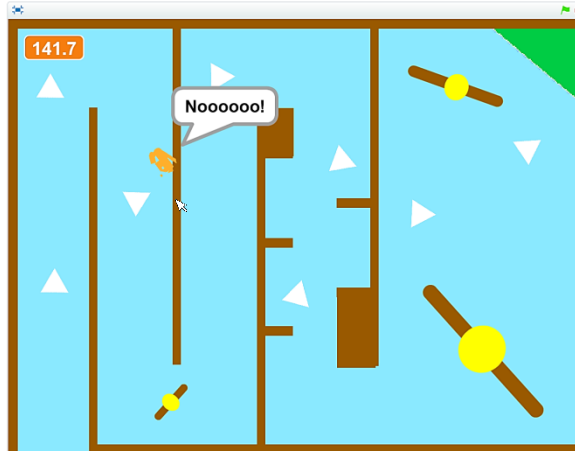
2 pointing towards an upward direction, the boat will go to (-215,-160);

3 the boat will endlessly:

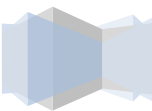
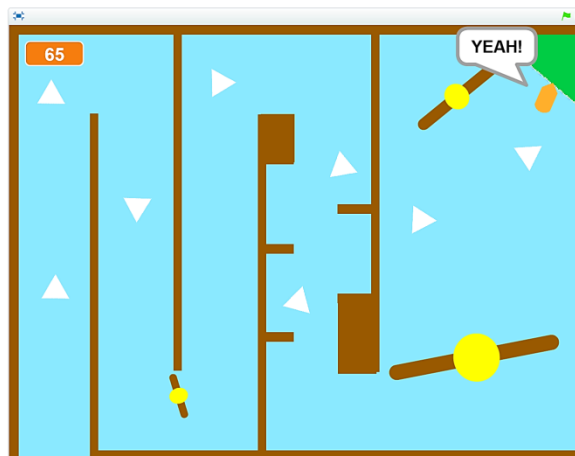
a. move 1 step forward pointing towards the mouse pointer if the distance from it is greater than 5.



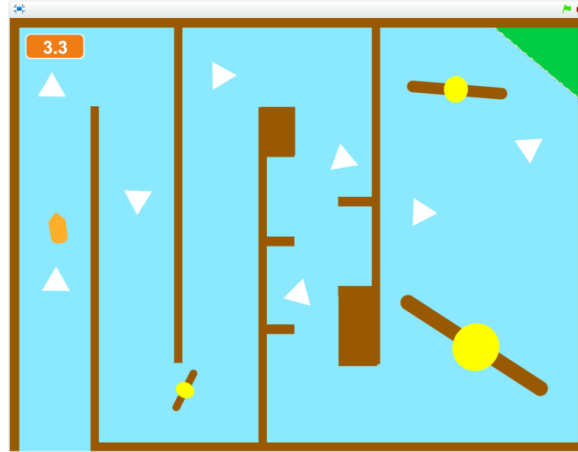
- b. play a water drop sound while switching its costume to Boat_hit and saying "Noooooo!" for one second and then transport back to (-215,-160) pointing in an upward direction once it touches the color brown .



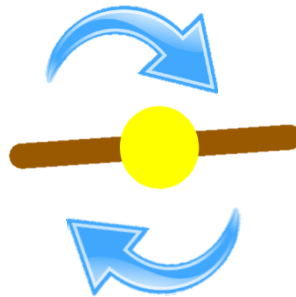
- c. play a sound of triumph while saying, "YEAH!" for one second and then all the scripts would stop once it touches the color green.



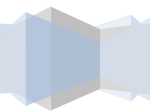
d. move 4 steps forward whenever the boat touches the color white.



4 all the gates (gates 1, 2, and 3 sprites) will forever turn 1° to the right.



5 the Water backdrop will always set the variable time to zero and endlessly wait for 0.1 second before it changes the time by 0.1.



Don't forget to save your file as: SurnameFirstName_L40