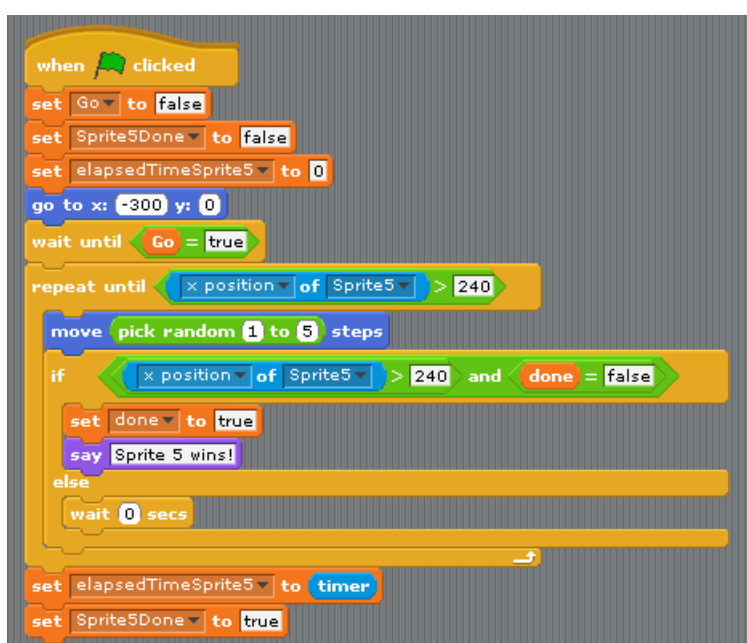


More on Sprite Races...

One of the questions requires that the move() method use a random value between 1 – 5, inclusive; it also states that the wait time should be zero secs, please see below:



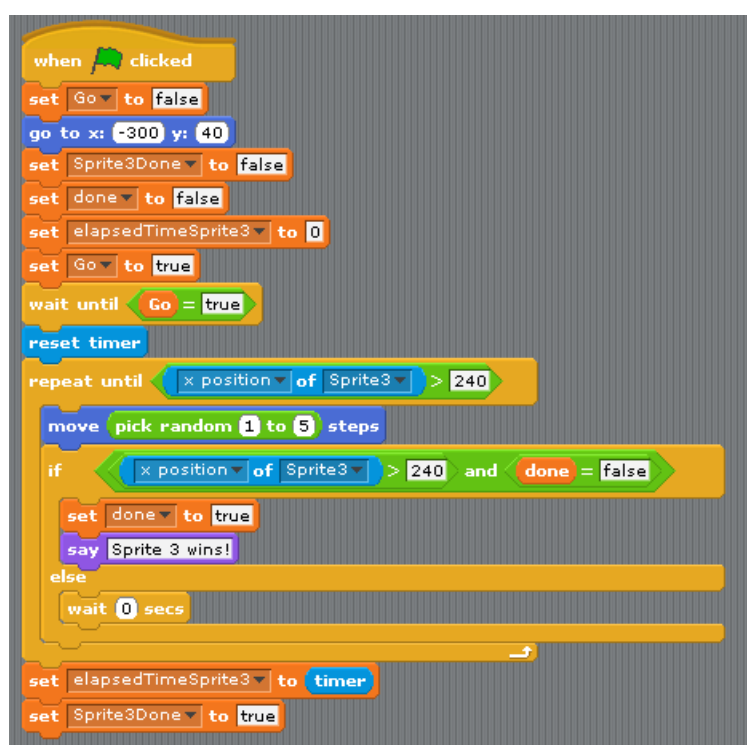
```
when clicked
  set Go to false
  set Sprite5Done to false
  set elapsedTimeSprite5 to 0
  go to x: -300 y: 0
  wait until Go = true
  repeat until x position of Sprite5 > 240
    move pick random 1 to 5 steps
  if x position of Sprite5 > 240 and done = false
    set done to true
    say Sprite 5 wins!
  else
    wait 0 secs
  set elapsedTimeSprite5 to timer
  set Sprite5Done to true
```

The above makes for a smoother race.

To calculate the average, for all of the sprites in a particular race...

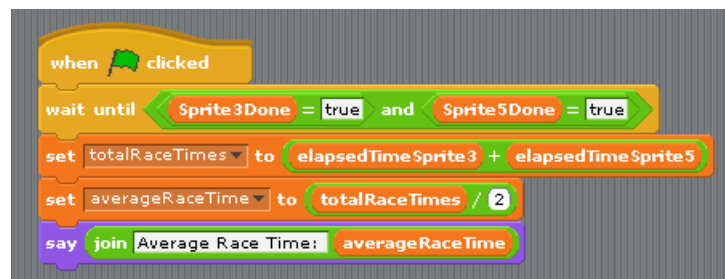
1. Record the time for each sprite in a give race
 - a. A variable for each Sprite time is required
2. Add all of the times together
3. Divide the sum by the number of sprites in the race

Sprite 3:



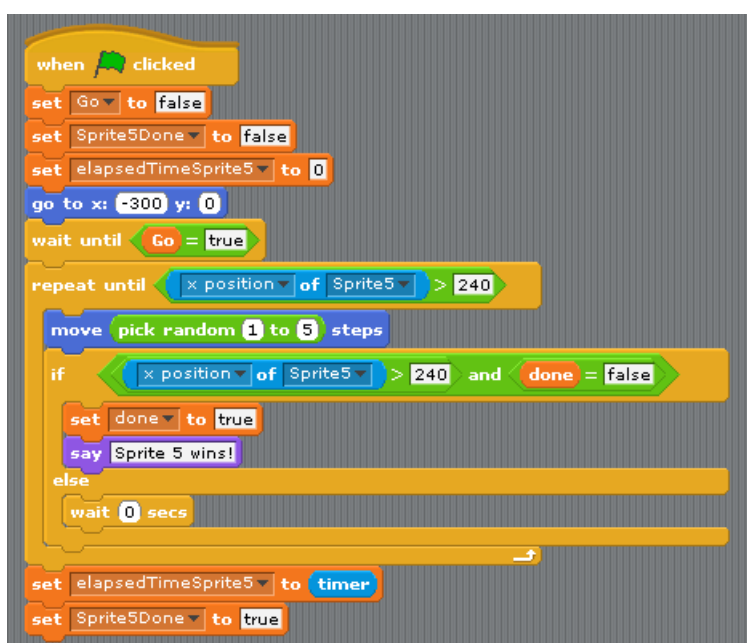
```
when clicked
  set Go to false
  go to x: -300 y: 40
  set Sprite3Done to false
  set done to false
  set elapsedTimeSprite3 to 0
  set Go to true
  wait until Go = true
  reset timer
  repeat until x position of Sprite3 > 240
    move pick random 1 to 5 steps
  if x position of Sprite3 > 240 and done = false
    set done to true
    say Sprite 3 wins!
  else
    wait 0 secs
  set elapsedTimeSprite3 to timer
  set Sprite3Done to true
```

Sprite 4:



```
when clicked
  wait until Sprite3Done = true and Sprite5Done = true
  set totalRaceTimes to elapsedTimeSprite3 + elapsedTimeSprite5
  set averageRaceTime to totalRaceTimes / 2
  say join Average Race Time: averageRaceTime
```

Sprite 5:



```
when clicked
  set Go to false
  set Sprite5Done to false
  set elapsedTimeSprite5 to 0
  go to x: -300 y: 0
  wait until Go = true
  repeat until x position of Sprite5 > 240
    move pick random 1 to 5 steps
  if x position of Sprite5 > 240 and done = false
    set done to true
    say Sprite 5 wins!
  else
    wait 0 secs
  set elapsedTimeSprite5 to timer
  set Sprite5Done to true
```

Stage:

