Boat Racing Game
Challenge #4

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Based off of the Boat Racing Game by Jenna Hayes
Boat Race

- In this world, you must control a boat to travel through the 10 arches in the race course in order to win the game. Try to complete the race as fast as possible! We want you to modify this game so that you will know the average time it takes you to complete one game over multiple games.

Use the arrow keys to drive the boat through the loops in a race against the clock. This data will be collected and used later in the game. Press p to play!
Average Time

• We want to find the average time it takes you to complete one game out of as many games you decide to play. Every time you finish a race, Alice will ask you if you want to play again. If you select “Yes”, then the values from the race you just completed will be saved. If you click “No”, then we want Alice to display the average time it took you to finish the number of games you played.
Average Time

Do you want to play again?

[Yes] [No]
Challenge

• This challenge is a more advanced version of Challenge #1. In the boat race world, you will need to complete the “average” function to calculate the average time it takes you to complete a series of games. You will also need to modify the “win” method to prompt the user and ask if they want to play again, then display the average time it took them to completed the game when they are done playing.
Complete world.average

• You will be given `timeList`, a list of the total times that each game took along with `games`, a variable to keep track of the number of games. You will need to calculate the average amount of time per game.
Complete world.win

• First, we will need to change the world variable `playAgain` to see if the player wants to try the game again to get a better score. To do this, go under world functions and set `playAgain` to the function “ask user for yes or no”.

```plaintext
T/F playAgain = true
create new variable
```
Complete world.win (Part 2)

• Now, add to this method so that if `playAgain` is `true`, the world will add the current time to the `timeList` and increment the number of games played, then reset everything to start the game over. Make sure to use the `reset` method already created for you. If `playAgain` is `false`, then have the boat say what the average time was for all of the games out of how many games you played (i.e. “You completed the game in an average of _____ seconds for _____ games.”), and add your own animation at the end.