

```
function Rcar()
{
rcar = new Sprite(scene, "rogueCar.png", 45,25);
rcar.setSpeed(2);
```

```
//Different start positions for each car
```

```
rcar.startPosition = function()
{
var startpositionx;
startpositionx = (Math.random()*900);
return startpositionx;
}
```

```
rcar.setPosition(rcar.startPosition(), 700);
rcar.setAngle(0);
```

```
/* Makes the cars turn randomly but only when the random number is smaller or equals with -4.9 or
is bigger or equals with 4.9. This doesn't happen all the time because the random numbers com
between -5 and 5 */
```

```
rcar.turn = function()
{
var newDir;
newDir = (Math.random()* 10 -5);
if (newDir <= -4.9)
{
newDir = 90;
}
```

```
if (newDir >= 4.9)
{
newDir = -90;
}
else
{
newDir = 0
}
this.changeAngleBy(newDir);
}
```

```
return rcar;
}
```