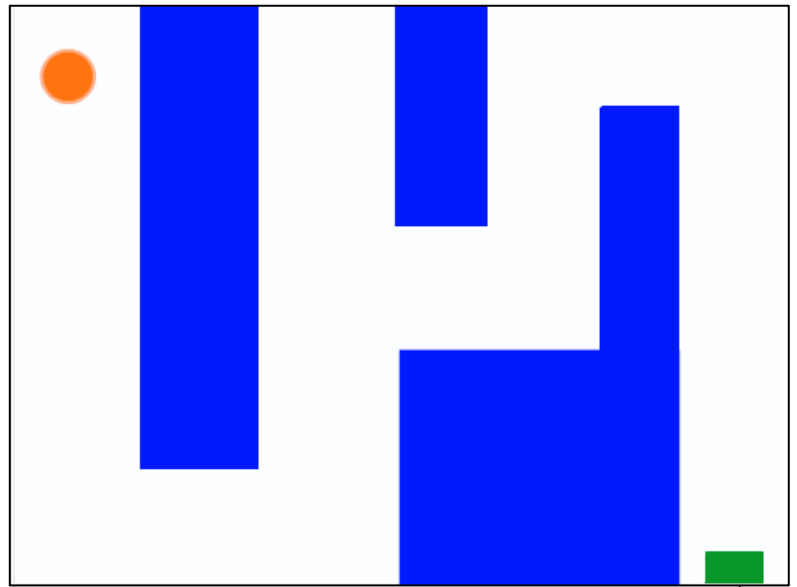


MAZE

HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. You move a sprite from the start of a maze to the end without touching the walls.



START HERE

- ❑ Draw a maze-like background and use different colors for the walls and end-of-maze marker.
- ❑ Add a sprite.
- ❑ Make your game interactive!

THINGS TO TRY

- ❑ Add multiple levels to your game! This can be done through the use of different backdrops and using broadcast blocks to trigger the next level.
- ❑ Use the make a variable block to keep score!
- ❑ Experiment with timer blocks to add new challenges to your maze!

```
when right arrow key pressed
  point in direction 90
  move 10 steps
```

```
when down arrow key pressed
  point in direction 180
  move 10 steps
```

```
when left arrow key pressed
  point in direction -90
  move 10 steps
```

```
when up arrow key pressed
  point in direction 0
  move 10 steps
```

These scripts give the player control over sprite movement in the maze.

```
when green flag clicked
  go to x: -205 y: 147
```

This tells your sprite where to begin and marks the start of the maze.

```
when green flag clicked
  forever
    if touching color ? then
      move -10 steps
```

This will cause your sprite to bounce off the blue walls of the maze.

```
when green flag clicked
  forever
    if touching Ball ? then
      say You win!
```

This tells the end-of-maze sprite that players win when the ball touches this sprite.

BLOCKS TO PLAY WITH

when space key pressed	score	○ - ○	○ + ○	pick random 1 to 10
when up arrow key pressed	set score to 0	◀ ◻	◻ = ◻	touching ?
when m key pressed	change score by 1	◻ > ◻	not	touching color ?
when I receive message1	show variable score	and		color is touching ?
	hide variable score	or		timer
				reset timer

FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.