



Scratch Maze by Marie

<https://scratch.mit.edu/projects/109643728/>

1 The Maze

This game doesn't use a backdrop it uses a costume sourced from an image of a maze. <http://www.mazegenerator.net/> allows you to generate mazes of particular sizes and download them. If you choose .svg as the file export you can import vector artwork into scratch that you can scale easily.

Shape: Rectangular ▾

Style: Orthogonal (Square cells) ▾

Width: 20 (2 to 200 cells)

Height: 20 (2 to 200 cells)

Inner width: 0 (0 or 2 to width - 2 cells)

Inner height: 0 (0 or 2 to height - 2 cells)

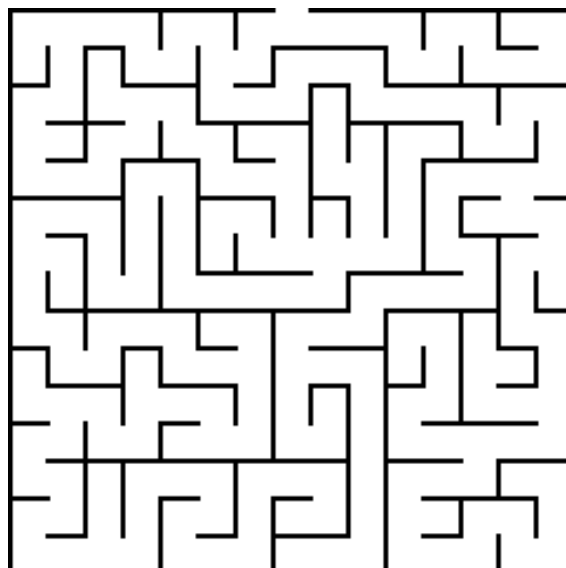
Starts at: Top ▾

Advanced: E: 50 (0 to 100), R: 100 (0 to 100)

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20 by 20 orthogonal maze

☐ Solution ☒ As lines SVG ▾



Sunnybank Hills

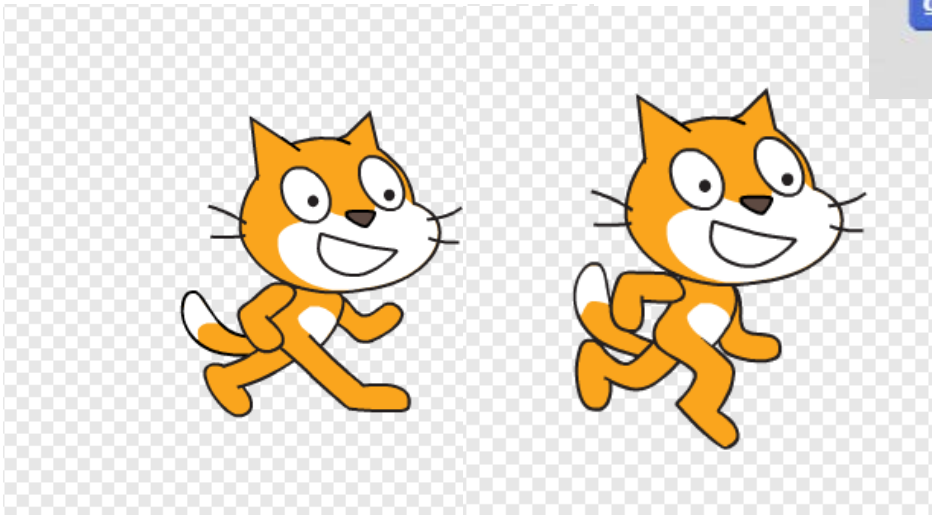
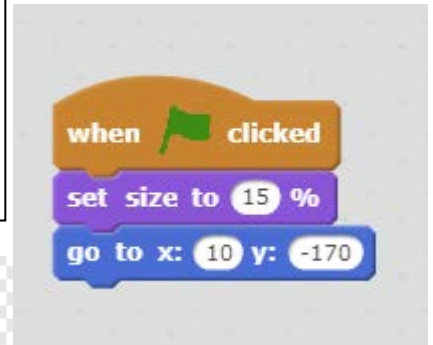


Sunnybank Hills

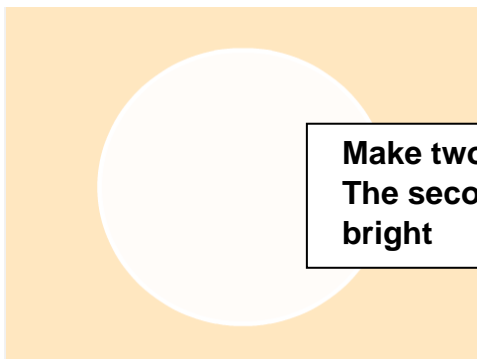
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Scratch Maze

2 The sprite

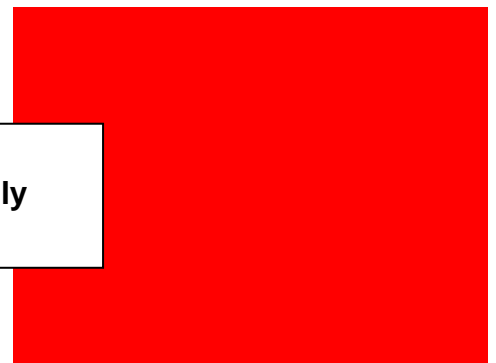
Start by using the cat as a sprite
But he has to be sized to fit between the walls of the game. In scripts, scale the cat and set a start position at the entrance to the maze.
Add a second sprite so he can look like he is moving



3 The Backdrops



Make two backdrops.
The second one has to be really bright



Sunnybank Hills

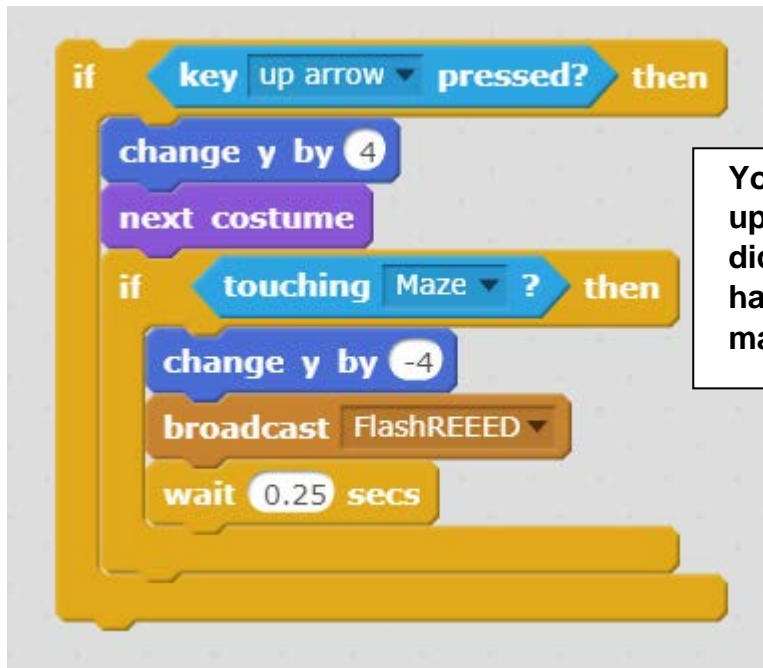


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4 The Players Rules



You need to create 4 sets of blocks for up, down, left and right arrows. They will dictate how your sprite moves and what happens if you touch the walls of the maze

The last set of blocks here says that when the prize is reached at the end of the maze, the message 'I won' will be broadcast



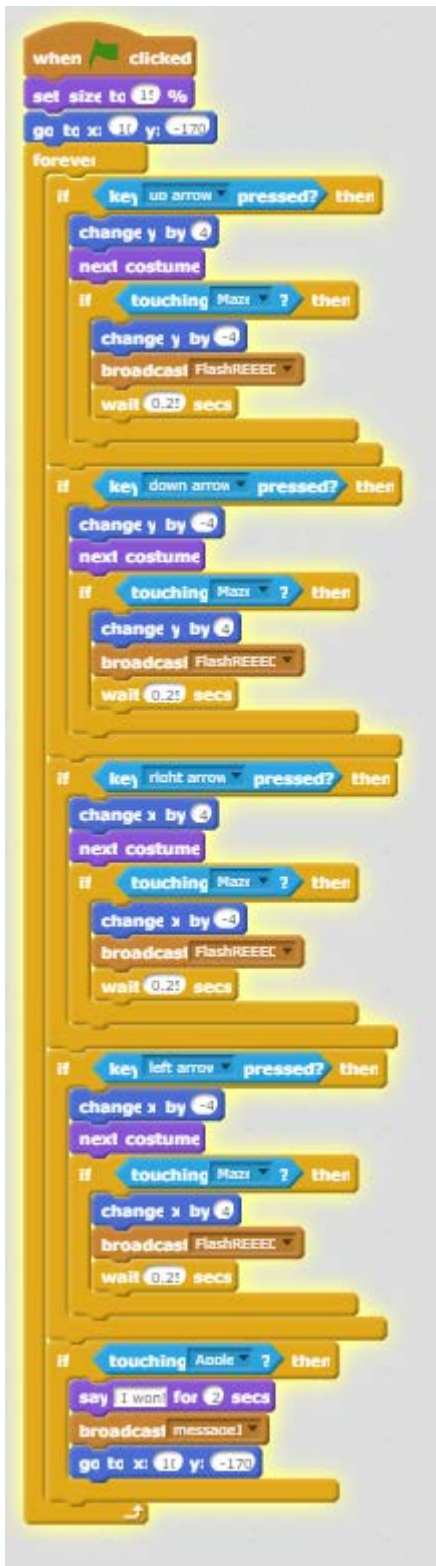
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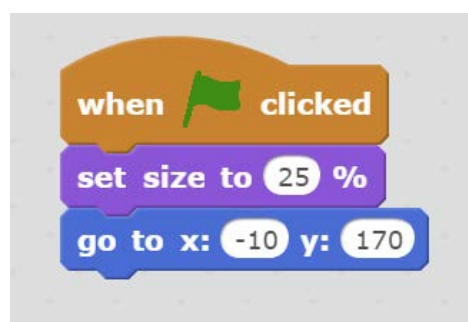
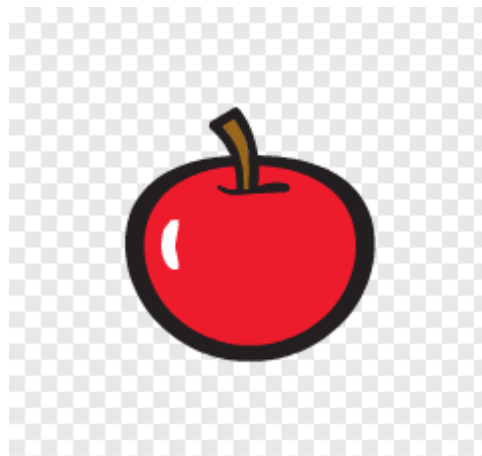
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Don't forget to enclose everything in a forever loop

4 The Prize



Set a size and a position for the prize

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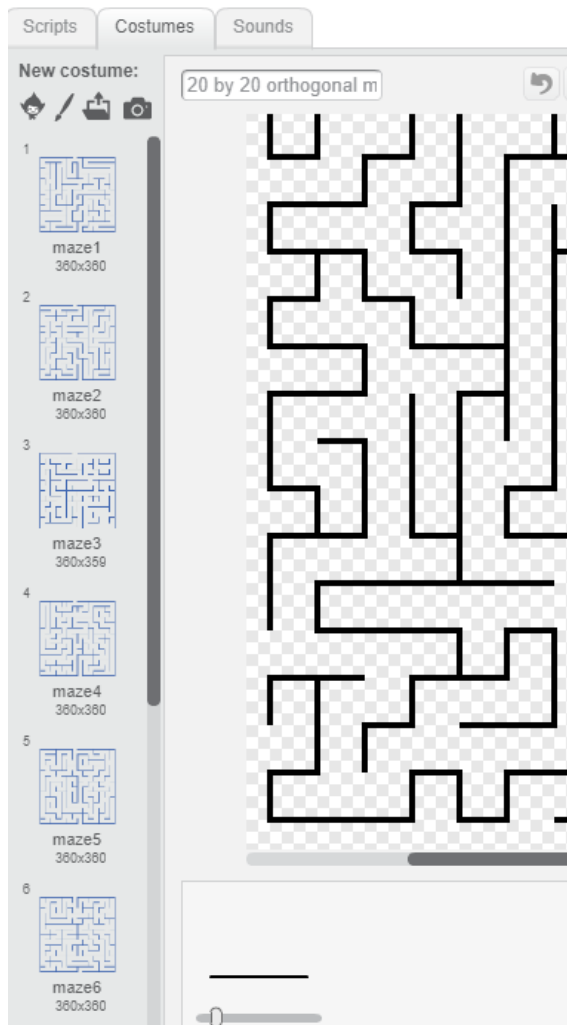


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4 The Clever Bit



Instead of just one maze costume add many.

That broadcast message that is in the script for the cat is received here.

When the cat touches the maze wall the maze costume changes.

