

Sunnybank Hills
Card1of 5
Scratch Maze

Scratch Maze by by Marie

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

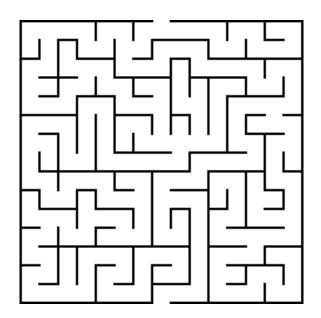
1 The Maze

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:	Тор	▼
Advanced:	E: 50	(0 to 100), R: 100 (0 to 100)
Like Share 2.8K people like this. Sign Up to see what your friends like.		
20 by 20 orthogonal maze		

SVG

Download



As lines

Solution

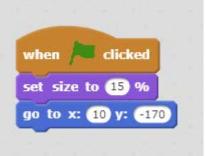


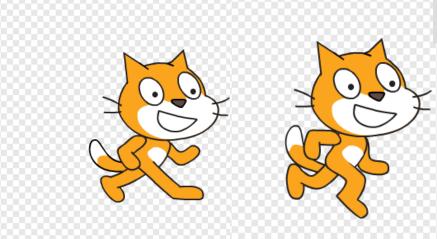


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2 The sprite

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





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4 The Players Rules

```
change y by 4

next costume

if touching Maze ? then

change y by -4

broadcast FlashREEED v

wait 0.25 secs

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

```
if touching Apple ? then

say I won! for 2 secs

broadcast message1

go to x: 10 y: -170
```



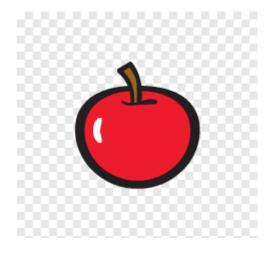


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```
set size to 19 %
      key up arrow pressed? then
   change y by 🕝
      touching Maze 7 7 the
     change y by 🚭
       rait 0.29 secs
   change y by 🚭
      touching Mazz 7 the
     change y by 4
       oadcasi FlashREEEC
      wait 0.23 secs
     key right arrow pressed?
   change x by 🕝
   next costume
      touching Mazz 7 the
     change x by
     key left arrov pressed? t
    change x by 🚭
      touching Mazz 7 the
     change x by 🕝
     broadcast FlashREEEL
       vait 0.25 secs
     touching Apple ? the
    say I won! for 2 secs
```

Don't forget to enclose everything in a forever loop

4 The Prize



```
when clicked
set size to 25 %
go to x: -10 y: 170
```

Set a size and a position for the prize

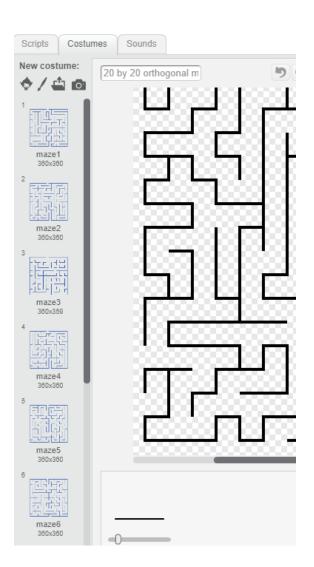




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4 The Clever Bit



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.



