Maze Game (Modifications 2)

1. Keys & Gates

    a. Create a sprite for an extra piece of maze wall using the paint tool.
    b. Place your wall sprite across one of your maze corridors to block your exit.
    c. Choose or create a 'key' sprite and place it somewhere in the maze.
    d. Write some code to hide the wall sprite when you collect the key.
    e. Write some code to set the wall position & orientation at the start of the game.
    f. Make the wall sprite behave like a gate by making it rotate by 90 degrees.
       (HINT: gates rotate around their edge. By default, Scratch sprites will rotate around their centre point. You can change this in the Scratch paint tool)
    g. 'Animate' the gate rotation.
       (HINT: try using a number of smaller rotation steps, with short pauses in between, rather than a single 90 degree rotation).

2. Moving Enemies

    a. Choose or make an enemy sprite. Place this somewhere in your maze.
    b. Write some code that makes the enemy continually patrol across the screen.
       (for simplicity, you can ignore the maze walls at this point)
    c. Change your code to make the enemy turn whenever it hits a maze wall.
       (HINT: you have already written 'wall detection' code for your own character)

3. Obstacles & Gravity

    a. Choose or create a sprite that represents an obstacle that can be pushed.
    b. Write some code that moves the object away from you whenever it is pushed.
       (HINT: <touching [sprite]> and <broadcast> are your friends)
    c. Write some code that gives this obstacle "gravity".
       (HINT: gravity makes objects continually fall until they hit the floor)
    d. Test your code by pushing your object over a gap in the 'floor'. Does it fall?

4. Sound & Graphics

    a. Create/choose sound effects for movement, object collection, death & finish.
    b. Add a music soundtrack to the game (you can ask for some sample music).
    c. Write some code to change the music when your reach the end of the game.
    d. Import or select a background image to draw your maze on top of.
    e. Create your own game characters & sprites (use Inkscape/Scratch paint).