

# Maze Game (Modifications 1)

## 1. Character Animation

- a. Make your character face the direction of travel. (NOTE: some sprites work well with 360 degree rotation, others only look sensible pointing left or right)
- b. Write some code to make your character look like it's walking when it moves e.g. make its legs or arms move to and fro or give its whole body a 'swagger'.  
(HINT: costumes are your friend)

## 2. Static Enemies

- a. Choose or make an 'enemy' sprite. Place it somewhere in the maze.
- b. Write some code to make the enemy appear and disappear at random times.  
(HINT: look at the Ghostbusters project - project 03)
- c. Write some code that sends your character back to the start of the maze when it collides with the enemy.
- d. Write some code that gives your character 3 lives at the start of the game.
- e. Write some code that makes you lose a life when colliding with an enemy.
- f. Write some code that ends the game when you have no lives left.

## 3. Speed Controls

- a. Make some changes to your code that allow you to easily set the speed of character movement and how frequently the enemies appear and disappear.  
(HINT: use a variable instead of numbers)
- b. Write some code that allows you to speed up the game when you press the '2' key and slow it down when you press the '1' key. (in-game controls)  
(HINT: your code should be able to change the variable you set up in 3a)

## 4. Collecting Objects

- a. Choose an item from the image library as a special object.
- b. Write some code to place it somewhere in the maze when the game begins.
- c. Write some code that makes the exit only appear when you collect this object.
- d. Write some code that requires your character to collect a sequence of objects in a specified order before the exit appears.  
(HINT: you can enforce order by hiding objects until they are needed)