Maze Game (Simple)

1. ## Move a character around the screen

    a. Choose a character from the Scratch image library
    b. Write some code to make your character move up, down, left and right when the arrow keys are pressed.

2. ## Screen edge detection

    a. Write some code to prevent your character from walking off the screen
        (hint: <on edge, bounce> is your friend)

3. ## Give your maze a start point and a finish point

    a. Choose a sprite from the Scratch image library for the maze exit.
    b. Write some code that places your character and the maze exit at opposite ends of the screen when the game begins.

4. ## Design and code up a game ending

    a. Create a 'Game Over' background image.
        (hint: Scratch has a paint tool that you can use for this)
    b. Write some code that hides all the sprites and changes the background to the 'Game Over' background when your character reaches the exit.
        (hint: <if touching sprite> is your friend)

5. ## Create your maze

    a. Design a maze as a background image using the Scratch paint tool.
        (hint: use a single colour for the walls - this is important for step 6)
    b. Reposition the start location and the exit point within your maze if necessary.
    c. Resize your character and exit sprites to fit the maze if necessary.

6. ## Maze wall detection (this will make you think a bit)

    a. Write some code that stops your character walking through the maze walls.
        (hint: <if touching colour> is your friend)

You have now created your very own fully playable maze game. However, there are many ways that you can modify and enhance this game to make it your own. See the *Maze Game (Modifications)* work sheet for some great examples of this.