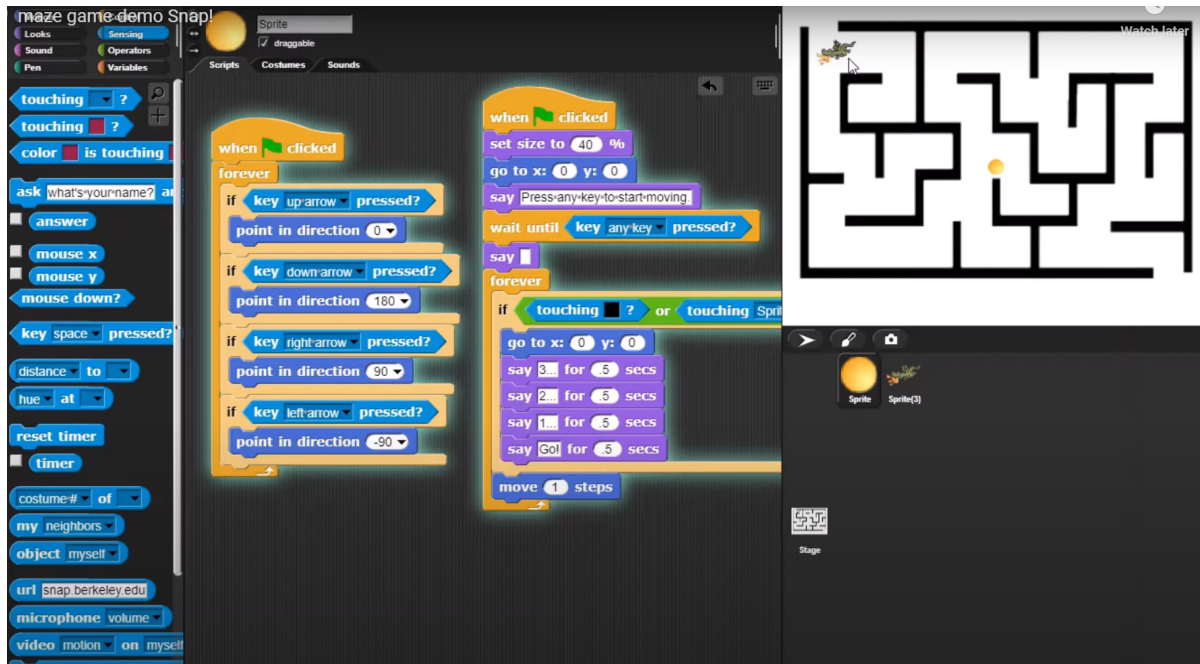


# Snap! Game of Maze Project

COR100 Snap! Programming Fall 2022

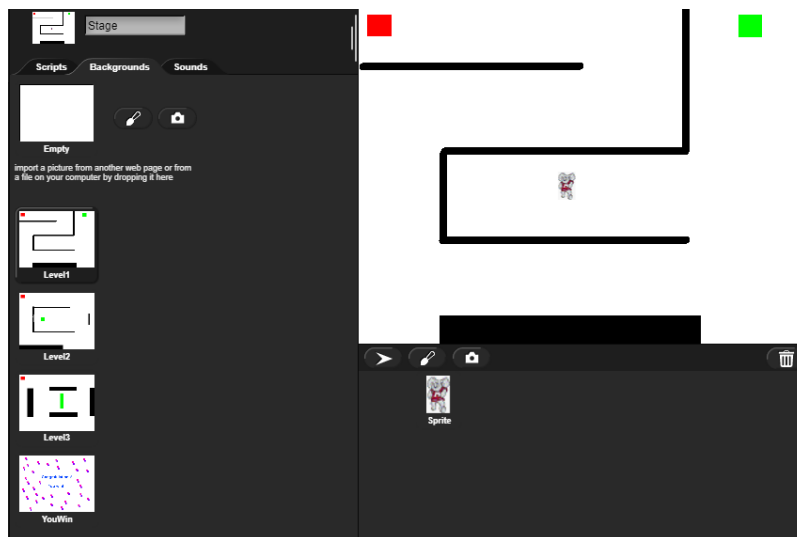


## Objective

We're going to code a game of maze together - you can then refine and finish the game on your own at will.

Upload the finished game to the Snap! cloud and upload the URL as usual to Canvas for practice points.

## Step 1: setup



1. Download the sprite, background and sounds as a ZIP file: [tinyurl.com/5n8xke8z](https://tinyurl.com/5n8xke8z)
2. Extract the file on your PC
3. Create new Snap! project and save it as mazegame
4. Set up *sprite*, *backgrounds* and *sounds*:
  - Set up (draggable) sprite player
  - Set up sprite sounds for buzzer (wall), clap (level up)
  - Set up stage sound for winning the game (yea)
  - Set up stage backgrounds: three levels and final screen

## Step 2: sprite script

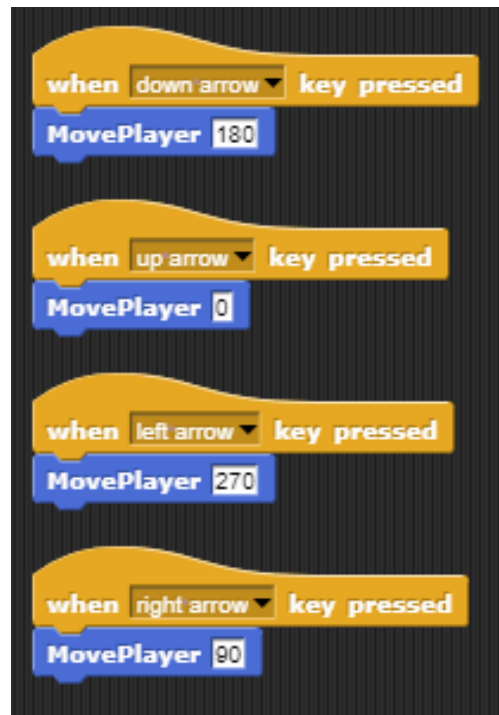
1. Open the player script editor
2. Make a new Motion block and call it MovePlayer



3. Make a start script (green flag) that moves the player back to the starting position ( $x = -218$ ,  $y = 160$ )



4. Set up keyboard actions for arrows



5. Modify the MovePlayer block

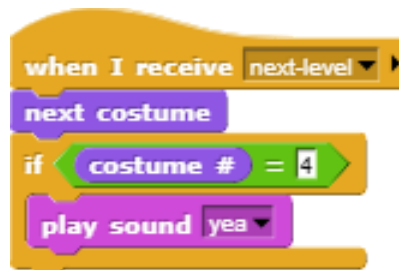


## Step 3: stage script

1. When game starts, switch to level1



2. When next-level broadcast is received, change costume and play winning sound when all levels are finished



## Refine the game

- Moving obstacles
- A monster follows the player
- Add a variable to track prize points and penalties
- Add a timer

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