Scratch Maze

Register/login at https://scratch.mit.edu

You can make a moving background with a very big sprite.
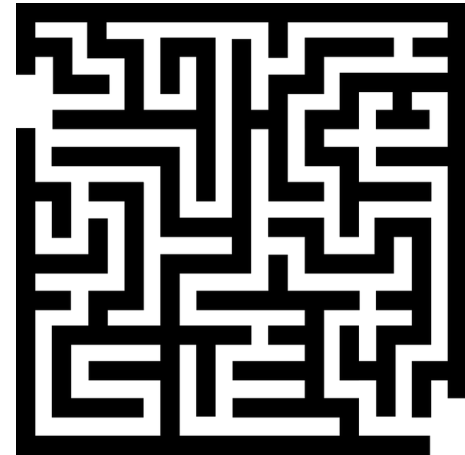
1) Download the maze image from:
   https://codeclub67.github.io/images/maze.png
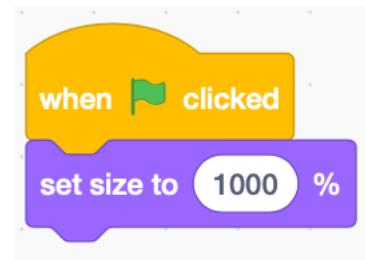
2) In Scratch create a new sprite with **upload sprite** and select the image in Downloads.

3) We want to make the sprite BIG!
   Try making it 1000% bigger with **set size**.

Look at the size. This is the percentage, but it's < 1000. However, we can massively resize a blank costume.
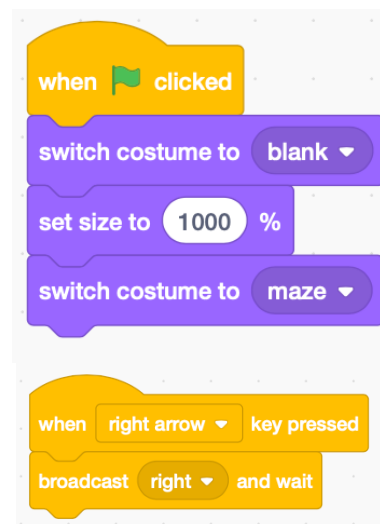
4) Create a new costume for the maze with **paint**. Leave it blank and call it **blank**.

5) **Switch costume** to blank before resizing it, then **switch costume** to the maze.
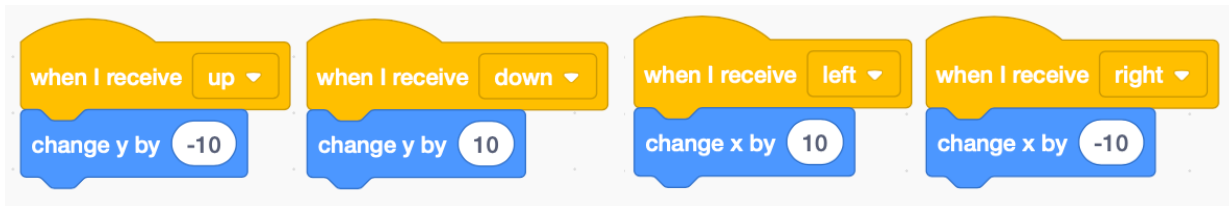
6) Move Scratch the cat to the screen centre. The cat code uses the **up, down, left, right** arrows, but the cat stays still and the maze moves. **Broadcast** the moves to the maze and **wait**.

7) Duplicate this cat code for each direction.

8) Add motion code to the maze to receive the broadcast.

when I receive up ▾	when I receive down ▾	when I receive left ▾	when I receive right ▾
change y by -10	change y by 10	change x by 10	change x by -10

9) Make the cat **point** in the left/right direction it's moving. Set the Direction to mirror ▸◂ to keep it upright.
Use 90° for the right arrow,
and -90° for the left arrow.

```
when right arrow ▾ key pressed
broadcast right ▾ and wait
point in direction 90
```
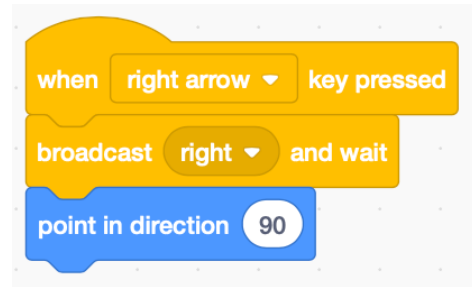
10) Stop the cat moving into the black areas. **If** the cat is **touching colour then broadcast** a move the opposite way.

11) Choose the black colour by clicking on the colour swatch after **touching colour**, select the colour picker 🖋 at

```
when right arrow ▾ key pressed
broadcast right ▾ and wait
point in direction 90
if   touching color ⬤ ?   then
    broadcast left ▾ and wait
```

the bottom and sample the black colour from the maze.

12) Do this for all directions.

*Try animating the cat by adding **next costume** after each move.*

Save** your code with a good name. **File > Save now