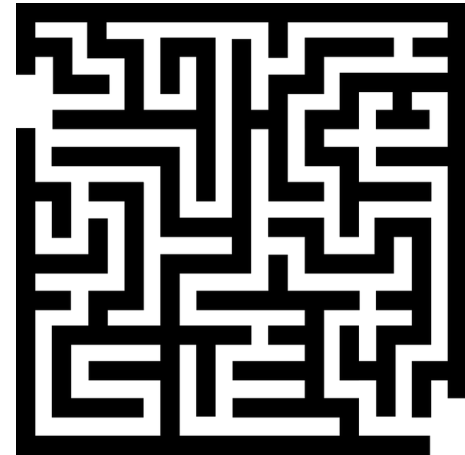


# SCRATCH Maze

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

*You can make a moving background with a very big sprite.*



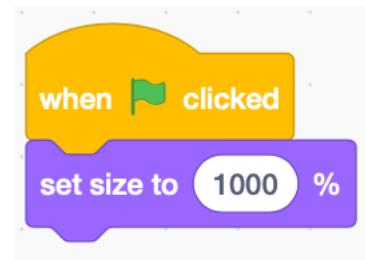
1) Download the maze image from:

<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 actual size. This percentage is less than 1000. But we can massively resize a blank costume.*

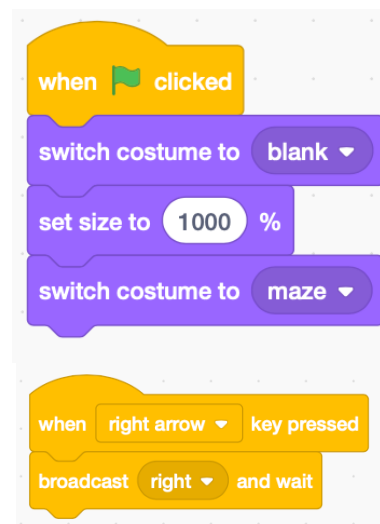
4) Create a new costume for the maze with **paint**. Leave it blank and call it **blank**.

5) **Switch costume** to blank before resizing it, then **switch costume** to the maze.

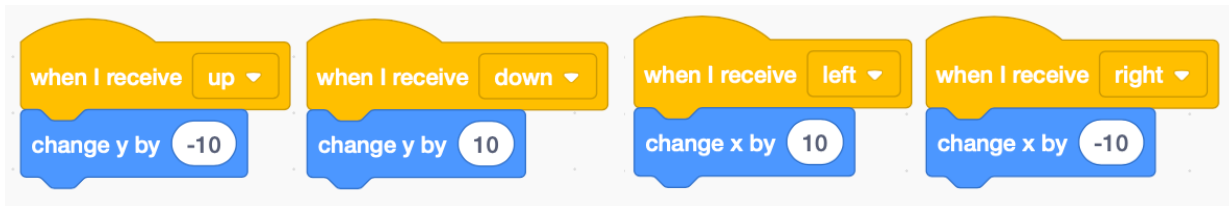
6) Move Scratch the cat to the screen centre.


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.

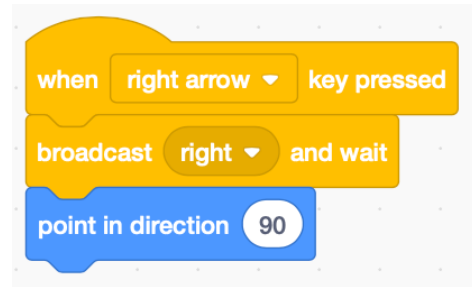


8) Add motion code to the maze to receive the broadcast.



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.



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 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**