# *A black rectangle with a black background Description automatically generated with low confidence*Scratch logo and symbol, meaning, history, PNG

**Maze**

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

*Make a moving background with a very big sprite.*

1. Download the maze image from:  
   <https://codeclub67.github.io/images/maze.png>
2. Graphical user interface, text, application, chat or text message

   Description automatically generatedIn 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 ‘Size’ in the Sprite panel, it’s much less than 1000%   
But Scratch lets us massively resize a blank costume.*

Graphical user interface, text, application

Description automatically generated

1. Create a new costume for the maze with **paint**. Leave it blank and call it **blank**.
2. **Switch costume** to blank before resizing it, then **switch costume** to the maze.
3. Graphical user interface, application

   Description automatically generatedMove 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**.
4. Duplicate this cat code for each direction.
5. *Diagram

   Description automatically generated****Diagram

   Description automatically generated***Add motion code to the maze to receive the broadcast.
6. Graphical user interface, application

   Description automatically generatedMake the cat **point** in the left/right direction it’s moving. Set the Direction to mirror Icon

   Description automatically generatedto keep it upright.   
   Use 90° for the right arrow,   
   and -90° for the left arrow.
7. *Diagram

   Description automatically generated*Stop the cat moving into the black areas. **If** the cat is **touching colour** **then** **broadcast** a move the opposite way.
8. Choose the black colour by clicking on the colour swatch after **touching colour**, select the colour picker A picture containing tool, wrench

   Description automatically generatedat the bottom and sample the black colour from the maze.
9. 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***