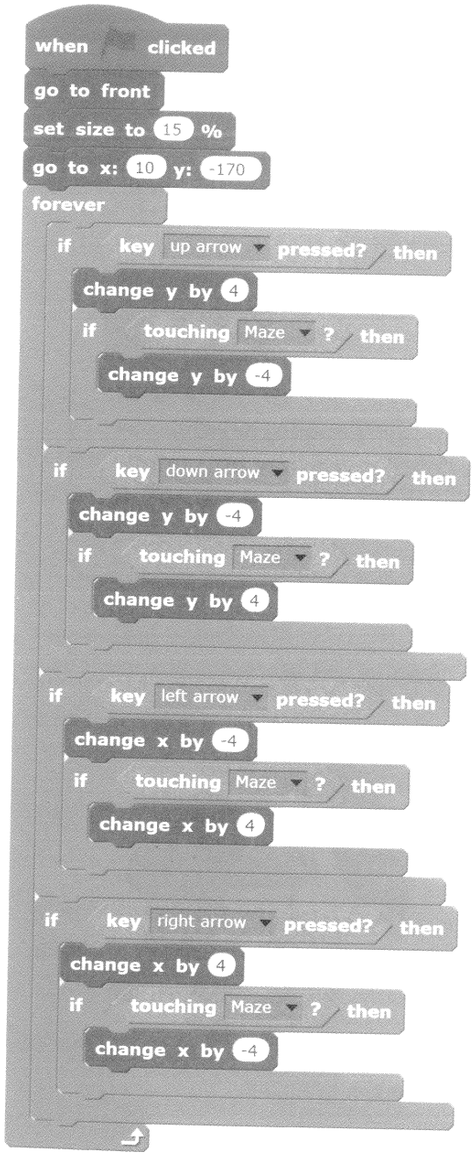
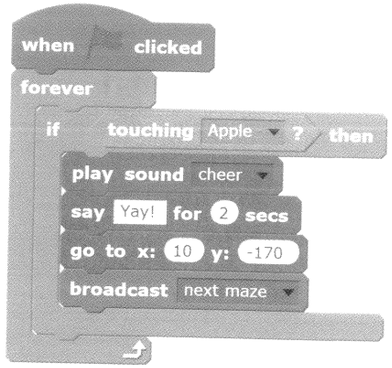
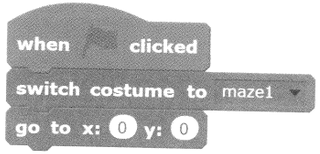
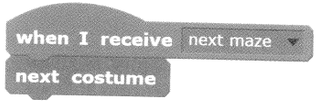
Orange Cat



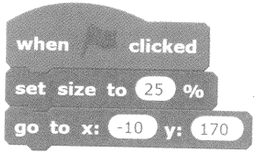


Maze





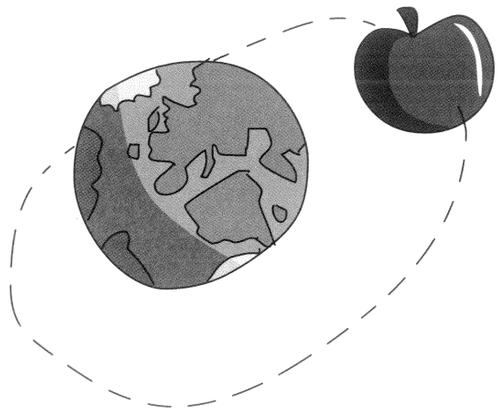
Apple



TWO-PLAYER MODE

Now that the basic maze game is working, you can do some iterative development and add small improvements one at a time. Iterative development helps you avoid trying to make a game that is too large for you to finish.

In version 2.0 of *Maze Runner*, you'll add a second player. The two players will race against one another. The first player starts at the bottom and races to the top; the second player races from the top to the bottom. Because they both must travel the same path, the distance for each is the same.



Duplicate the Apple Sprite

The second player needs a goal too. Right-click the Apple sprite and select **duplicate** to make a copy of the Apple sprite and its code. The new sprite is automatically named Apple2. Select the Apple2 sprite, and click the **Costumes** tab. Select a green color from the bottom, and then select the **Fill** tool to the right (it looks like a tipped cup). Then click the red part of the apple to change it to green. When you're done, Apple2 will look like the following figure.