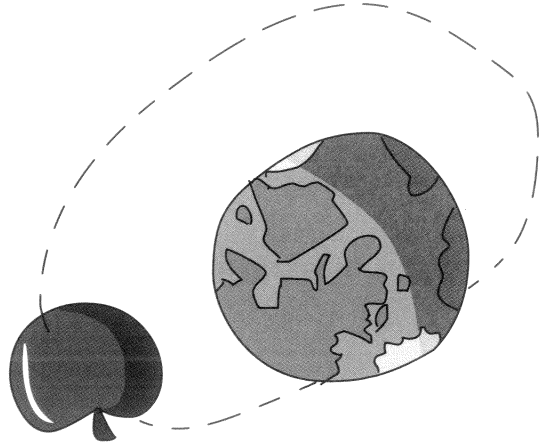




Scratch script for the Maze player movement. It starts with a 'when clicked' block, followed by 'go to front' and 'set size to 15 %'. A 'forever' loop contains: 'go to x: 10 y: -170', 'if key up arrow pressed? then change y by 4', 'if touching Maze? then change y by -4', 'if key down arrow pressed? then change y by -4', 'if touching Maze? then change y by 4', 'if key left arrow pressed? then change x by -4', and 'if touching Maze? then change x by 4'. The loop ends with 'if key right arrow pressed? then change x by 4'.

Scratch script for the Apple player movement. It starts with a 'when clicked' block, followed by 'go to x: 10 y: -170', 'set size to 25 %', and 'when clicked go to x: -10 y: 170'. A 'forever' loop contains: 'if touching Apple? then play sound cheer', 'say Yay! for 2 secs', 'go to x: 10 y: -170', and 'broadcast next maze'. The loop ends with 'when I receive next maze next costume'.



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.

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.

## TWO-PLAYER MODE