A-Maze-Ing!

Today you are going to make and solve your own maze. You will be given points for having a complex maze, and then for guiding your character through the maze.

In the process you will be using the pen extension, move, turn, and repeat to solve the maze.

Assignment:

* Make a maze on the background
* Make the maze difficult so that it requires at least 8 moves and 8 turns to solve it
* Create a program with a single “green flag clicked” start
* Make the program put the sprite in position when the green flag is clicked
* Make the program clear old drawn lines when the green flag is clicked
* Create a program that solves the maze without any “pen ink” on the maze walls

Bonus:

* Use loops so that your character can be seen moving slowly in a straight line
* Use loops so that your character can be seen spinning slowly to point in the right direction
* Add a second level to your maze