A Maze Game!

Today you are going to augment the maze game you created a few classes ago so that it is interactive. You will do this by adding a “game loop” to your pre-existing maze so that it responds to user input.

A screenshot of a computer screen

Description automatically generatedA folder with a white arrow and a yellow rectangle

Description automatically generated

A blue and white rectangular sign with white text

Description automatically generatedA blue rectangular object with white text

Description automatically generated

A blue rectangle with white text

Description automatically generated

In the process you will be using move, forever, and if/else blocks to complete the project.

Assignment:

User Controlled Sprite:

□ Make the program put the sprite in the proper position when the green flag is clicked

□ Make the program have the sprite point in the proper direction

□ Make the program leave a line behind wherever the sprite goes

□ Make the program say “Woohoo!!!” when the sprite gets to the end of the maze

□ Make the program return the sprite back to the beginning whenever it touches a maze wall

□ Make the program return the sprite back to the beginning whenever it touches the edge

□ Make the sprite switch between costumes when it moves to make it look like its running

Bonus:

□ Add a second level to your game

Hint: You will need to program the “stage” and use broadcast to communicate

□ Add a timer and give extra nice feedback if the user completes the level within a certain time

□ Add an “evil sprite” that chases you and sends you back to the beginning if you touch it

□ Add the concept of lives

Hint: You will need to use variables