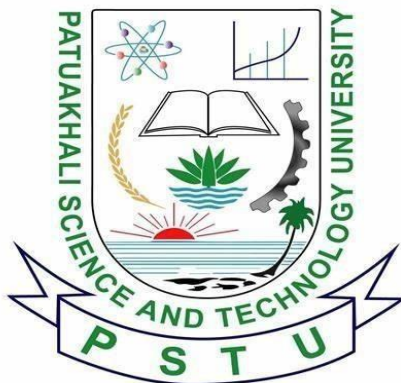


PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY



Course Code: CIT-112

SUBMITTED TO:

Prof. Dr. Samsuzzaman Sobuj Sir
Department of Computer Science And Communication
Engineering

Faculty of Computer Science And Engineering

SUBMITTED BY:

Name: MD Noushad Bhuiyan

ID: 20210238, Registration No: 10165

Faculty of Computer Science and Engineering

Date of submission: 1-4-2023

Assignment 10

Maze runner

REVIEW QUESTION

- **Set size to 100%** block will set the size of a sprite
- By using **broadcast block** we can send a message to another sprite to do something
- By using the block **‘when W/A/S/D key pressed’**. with this block we can move a sprite by setting code for the sprite.
- I have to click and hold the sprite's some block with the mouse left key bottom and then drag it on the other sprite and release the mouse left bottom. And then code block will automatically copied on the other block.
- If I accidentally use a **change y by** code block instead of a **change x by** code block then the sprite will move left or right instead of up or down.
- 1st of all we need to select **sound** tab and then click on **choose a sound** at the top corner of the application. Then I need to select **cheer** sound for the following sprite from sound library. After that I need to add a block named **start sound** and select cheer on the block. Then add this block on the following sprites block.
- To make the sprite walk faster I need to increase **change by x** and **change by y** all four blocks value from 4 or -4 to 5 or -5 or larger than that.