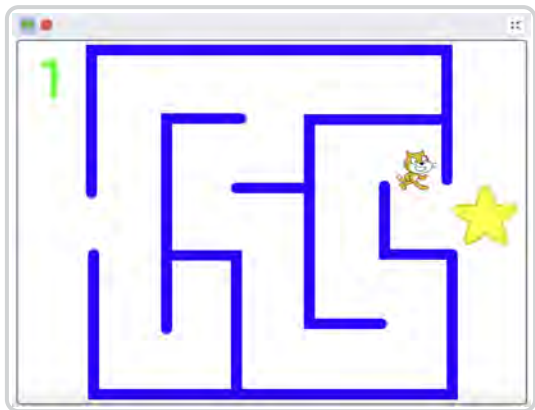



Create a Maze Game



- Use the line tool to create maze walls with color. Use the “touching color” condition to stop sprite movement through the walls. To select the color, use the eyedropper tool. 
- Make sure your sprite can fit through all passages and around all corners.
- Bonus: Try using another conditional statement to code a winning animation when the end is reached!

Create a Maze Game

scratch.mit.edu

GET READY

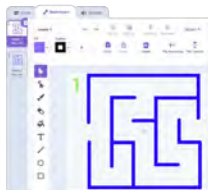


Choose any
sprite.



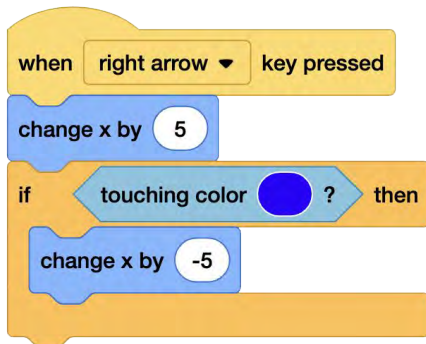
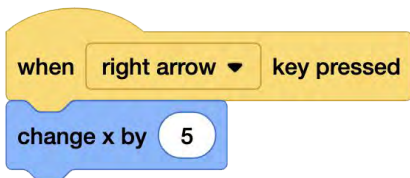
Cat

Create maze
backdrops
using the
paint editor
line tool.



ADD CODE

1. Add code to move the sprite up and down when arrow keys are pressed by changing y, and move left and right by changing x. Use positive and negative numbers.
2. Add an “if then” conditional statement to reverse the move if touching the maze wall color.
3. If necessary, add code to change maze backdrops.



You could add a sprite at maze end and use a conditional statement to change the backdrop when touched.