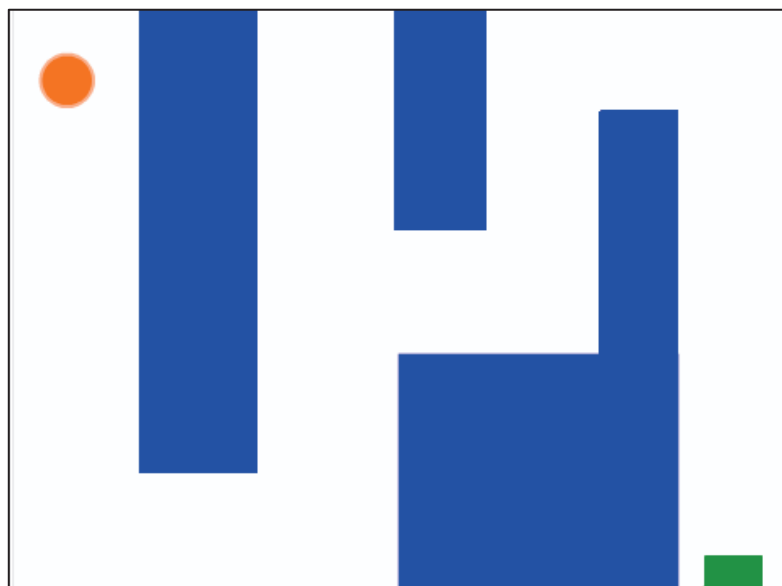


# MAZE

HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. You move a sprite from the start of a maze to the end without touching the walls.



## START HERE

- ☐ Draw a maze-like background and use different colors for the walls and end-of-maze marker.
- ☐ Add a sprite.
- ☐ Make your game interactive!

## THINGS TO TRY

- ☐ Add multiple levels to your game! This can be done through the use of different backdrops and using broadcast blocks to trigger the next level.
- ☐ Use the make a variable block to keep score!
- ☐ Experiment with timer blocks to add new challenges to your maze!

when right arrow key pressed  
point in direction 90  
move 10 steps

when down arrow key pressed  
point in direction 180  
move 10 steps

when left arrow key pressed  
point in direction -90  
move 10 steps

when up arrow key pressed  
point in direction 0  
move 10 steps

These scripts give the player control over sprite movement in the maze.

when green flag clicked  
go to x: -205 y: 147

This tells your sprite where to begin and marks the start of the maze.

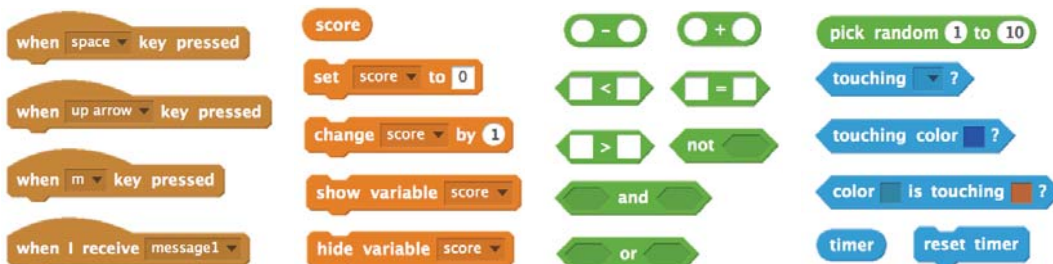
when green flag clicked  
forever  
if touching color ? then  
move -10 steps

This will cause your sprite to bounce off the blue walls of the maze.

when green flag clicked  
forever  
if touching Ball ? then  
say You win!

This tells the end-of-maze sprite that players win when the ball touches this sprite.

## BLOCKS TO PLAY WITH



## FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.