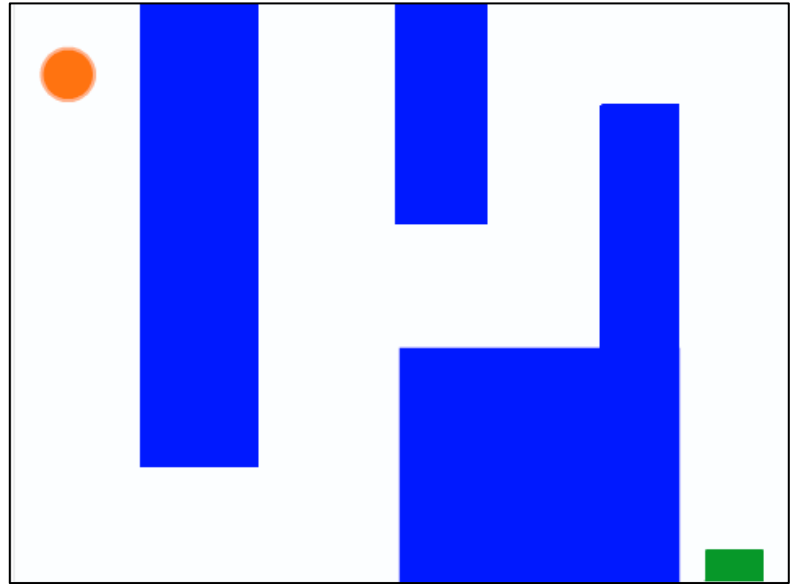# MAZE

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 braodcast 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 🚩 clicked
go to x: -205 y: 147

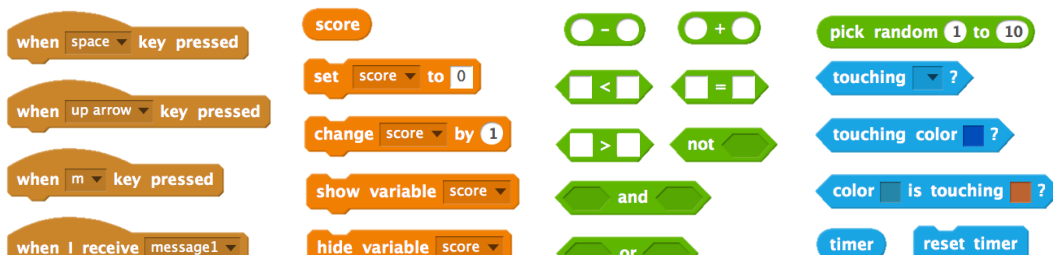This tells your sprite where to begin and marks the start of the maze.

when 🚩 clicked
forever
  if touching color ☐ ? then
    move -10 steps

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

when 🚩 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

when space ▾ key pressed

when up arrow ▾ key pressed

when m ▾ key pressed

when I receive message1 ▾

score

set score ▾ to 0

change score ▾ by 1

show variable score ▾

hide variable score ▾

◯ - ◯   ◯ + ◯

▢ < ▢   ▢ = ▢

▢ > ▢   not

and

or

pick random 1 to 10

touching ▾ ?

touching color ☐ ?

color ☐ is touching ☐ ?

timer   reset timer

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.