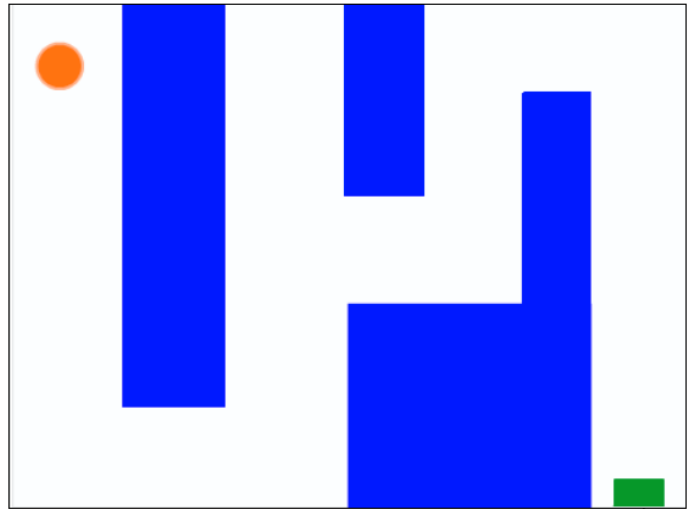


MAZE

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!

```

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
  
```

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!

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	score	○ - ○	○ + ○	pick random 1 to 10
when up arrow key pressed	set score to 0	□ < □	□ = □	touching ?
when m key pressed	change score by 1	□ > □	not	touching color ?
when I receive message1	show variable score	and		color is touching ?
	hide variable score	or		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.