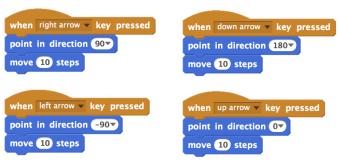
MAZE

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! -----



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

THINGS TO TRY

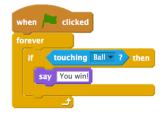
- ☐ Add multiple levels to your game! This can be done through the use of different backdrops and using braodcast blocks to trigger the next level.
- ☐ Use the make a variable block to keep score! ☐ Experiment with timer blocks to add new
- challenges to your maze!



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

```
when 🖊 clicked
  touching color ? then
move -10 steps
```

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



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

BLOCKS TO PLAY WITH

when space v key pressed set score ▼ to 0 vhen up arrow ▼ key pressed nge score ▼ by 1 when m v key pressed show variable score timer when I receive message1 hide variable score

pick random 1 to 10 touching 7? touching color ? color is touching 2 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.