day54 Scratch Maze
Tuesday 1/18/22
Wednesday 1/19/22

Today we are making a maze. Here is how I want you to do it:

1) Draw a maze in black on a backdrop for a stage. There should be at least 8 turns required. Don't make it too hard - no one likes an impossible maze. Make the maze incorporate the first letter from your name (first or last) somehow.

2) Make a sprite small enough to fit through the maze.

3) Set "when <arrow key> is pressed" blocks to move to the right, left, up and down when the correct arrow keys are pressed. (You'll need one of these code sets for each arrow).

4) Reset the timer when the green flag is clicked.

5) When the user reaches the end of the maze, congratulate them, announce their time, then do something to show that the game is over.

6) At random times something crosses the screen that you have to avoid.

7) If you touch the maze walls or the random thing you go back to the start (but the timer keeps going)

I recommend drawing the maze using straight black lines on a white background. If you finish early and want to, you can make a second level or add other features.

When you are done, find someone else to do your maze. Watch them do your maze, then you do their maze while they are watching. Call me over to see you doing this. I want to check you off in person.

Here is a screen shot of my maze. The rocket you see in the middle is the random object that flies across every once in a while. I made f/s change the speed (faster, slower), but you don't have to do that. The first letter of my first name, W, is visible as part of the maze.