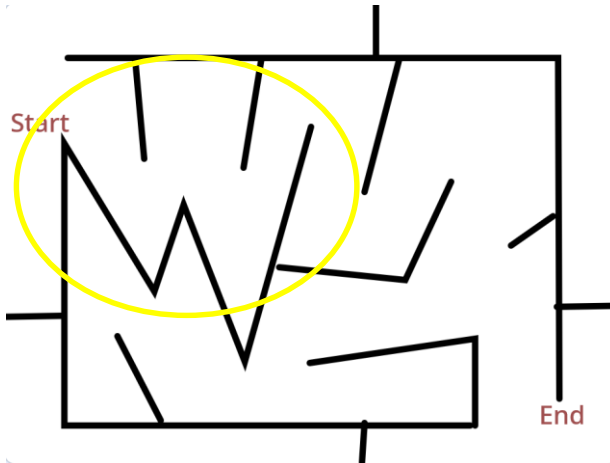


## Scratch 13 – maze part 1

Due Monday 4/12/21 by midnight

Today we are making part 1 of a maze game. 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. It's important that the maze walls be black. I recommend making a new background and then using the line tool to make straight lines that are at least 10 wide. Here is an example of a maze that incorporates a W, the first letter of my first name (I put an oval around the W):



Your maze must include in the walls one of the letters of your name somehow. I recommend making the maze with the line tool, but you can draw it with the pen tool if you want. Don't make it too hard! No one wants a maze that is too hard (or too easy for that matter).

- 2) Label the start and end of the maze in writing that is not black.
- 3) Make a sprite small enough to fit through the maze.
- 4) In your sprite 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). If you don't remember how to do this, go look at your code from Scratch 6 – movement a few weeks ago.
- 5) In your sprite set up a "when green flag is clicked" block followed by a repeat forever loop that checks if the sprite is touching the color black. If it is, make the sprite go back to the start. While you're at it, make the sprite go to the start when the green flag is clicked, too.

That's all we'll do today. We'll finish the rest of the game on Thursday

I've got a video that gives you some help with these tasks attached to the Google Classroom for today if you need help.