

Scratch 14 – maze part 2

Due Thursday 4/15/21 by midnight

Today we are finishing your maze game. Here is what is up:

Last time you drew a maze as a background that was black. You incorporated a letter from your first or last name into it. You created a sprite that moves with the up/down/left/right arrows. If the sprite touches black, it bounces back to the start. Finally, you put the text Start and End in a different color onto your maze. See the assignment from Monday if you need info on what to do.

Today, we'll finish up making the maze as an actual game/contest as follows:

1. Add a timer so that when the Green flag is clicked, the timer resets.
2. When the sprite makes it to the end of the maze, congratulate them, tell them their time, and then having something fun happen. (Ideas include, but are not limited to: a sprite you have at the end grows larger and takes over the whole screen (I did this with a donut in my sample video), a sprite appears and says congratulations and then clones itself 100 times all over the screen, a bunch of sprites appear and do a dance, it's your call, just make something celebratory happen.)
3. At random intervals another sprite appears and causes trouble. For example, a rocket might appear and cross the screen. If the main sprite is touched by the rocket it goes back to the start. Make this sprite appear after random times of not being visible.
4. Add a score variable that is set to 100 when you click the green flag. Every time the main sprite touches the maze walls and gets sent back it loses one point. If the randomly appearing sprite touches it, the main sprite also loses a point. When you get to the end, the seconds it took the user to do the maze are also subtracted from the score. When the sprite makes it to the end the score is announced as part of the celebration.
5. Your maze game is actually possible. Please be sure that you can actually do your maze. There is no point making a game that is impossible.

Have fun, good luck!