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!

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!

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

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

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

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.