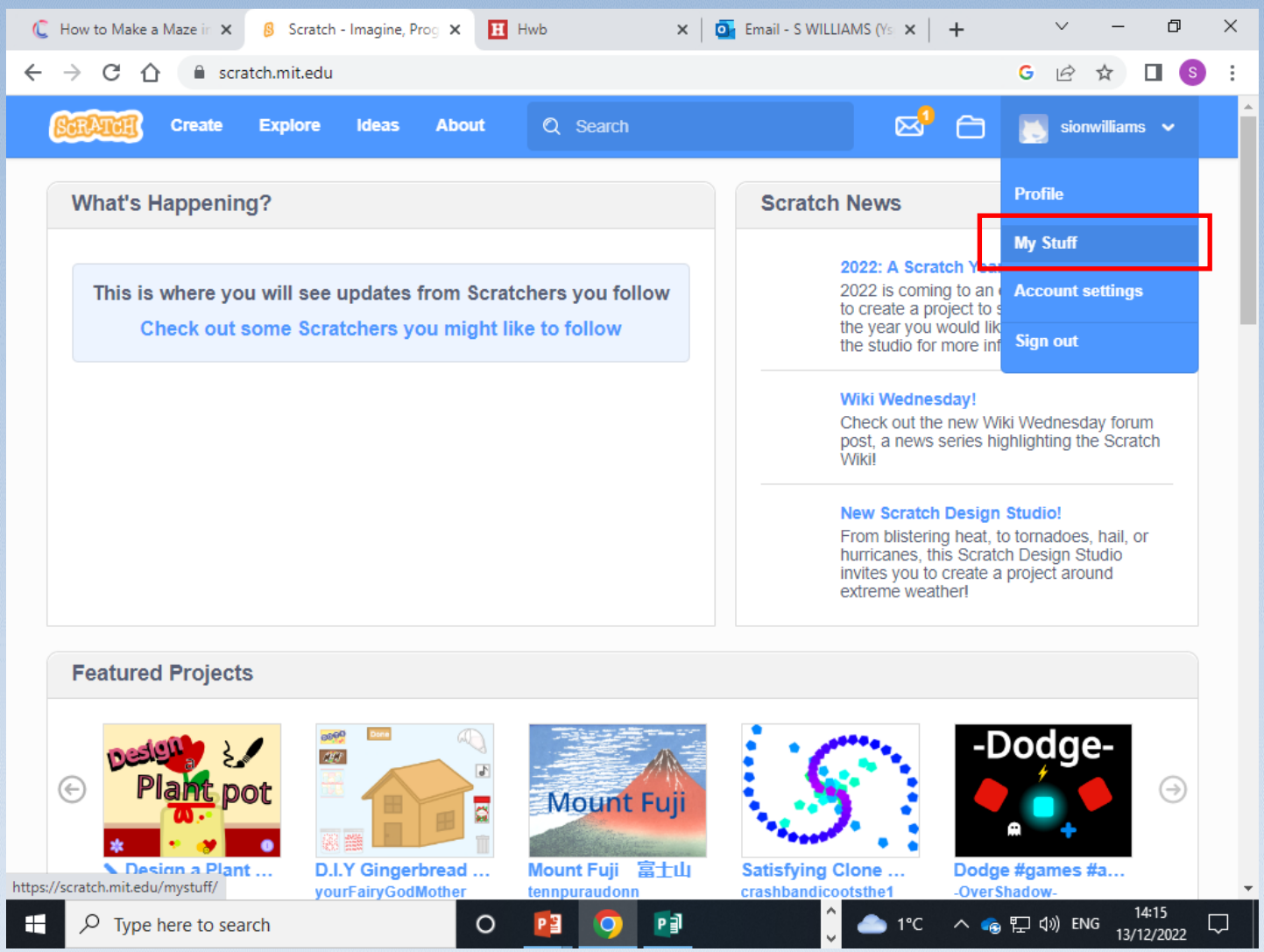
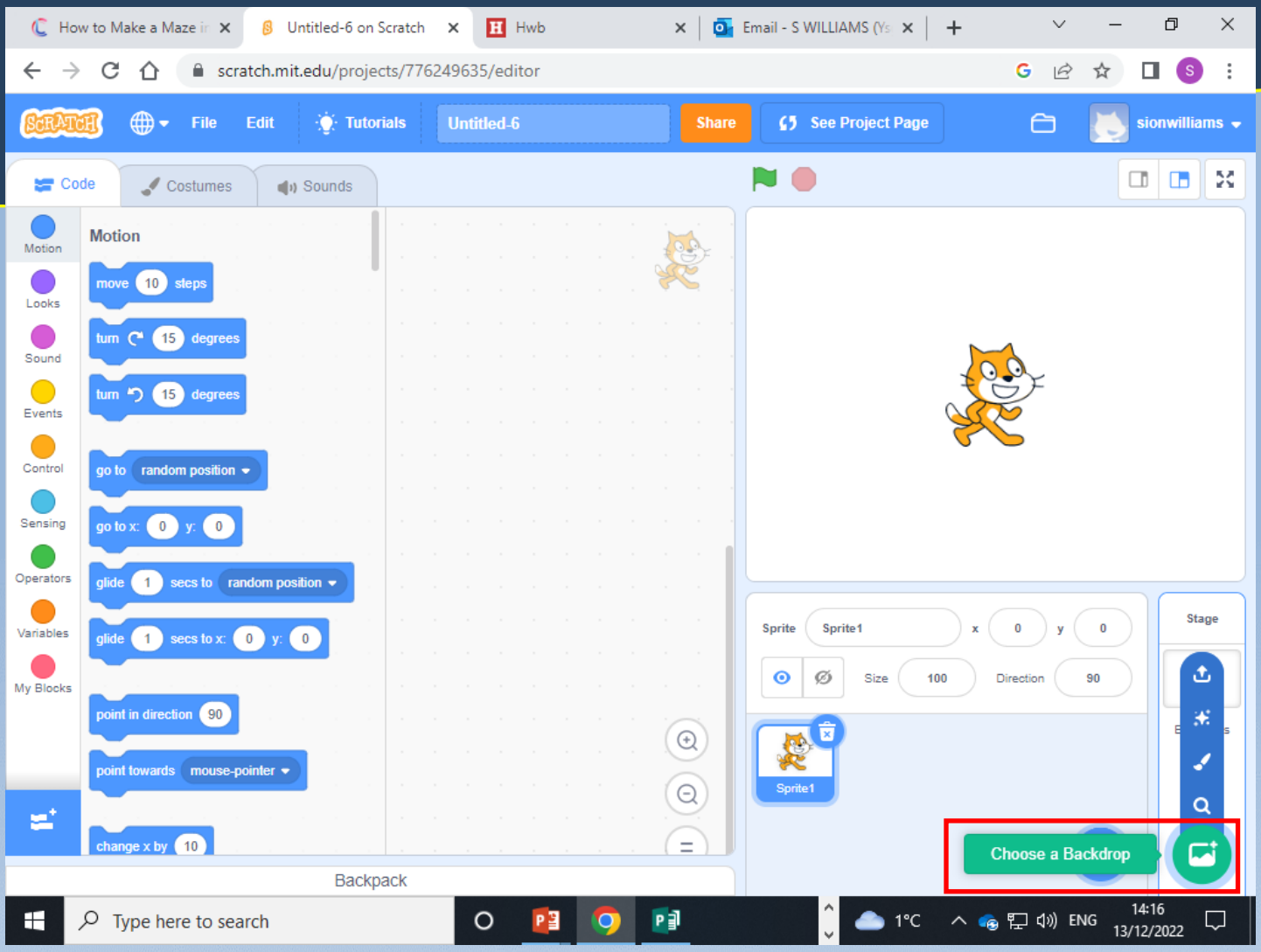
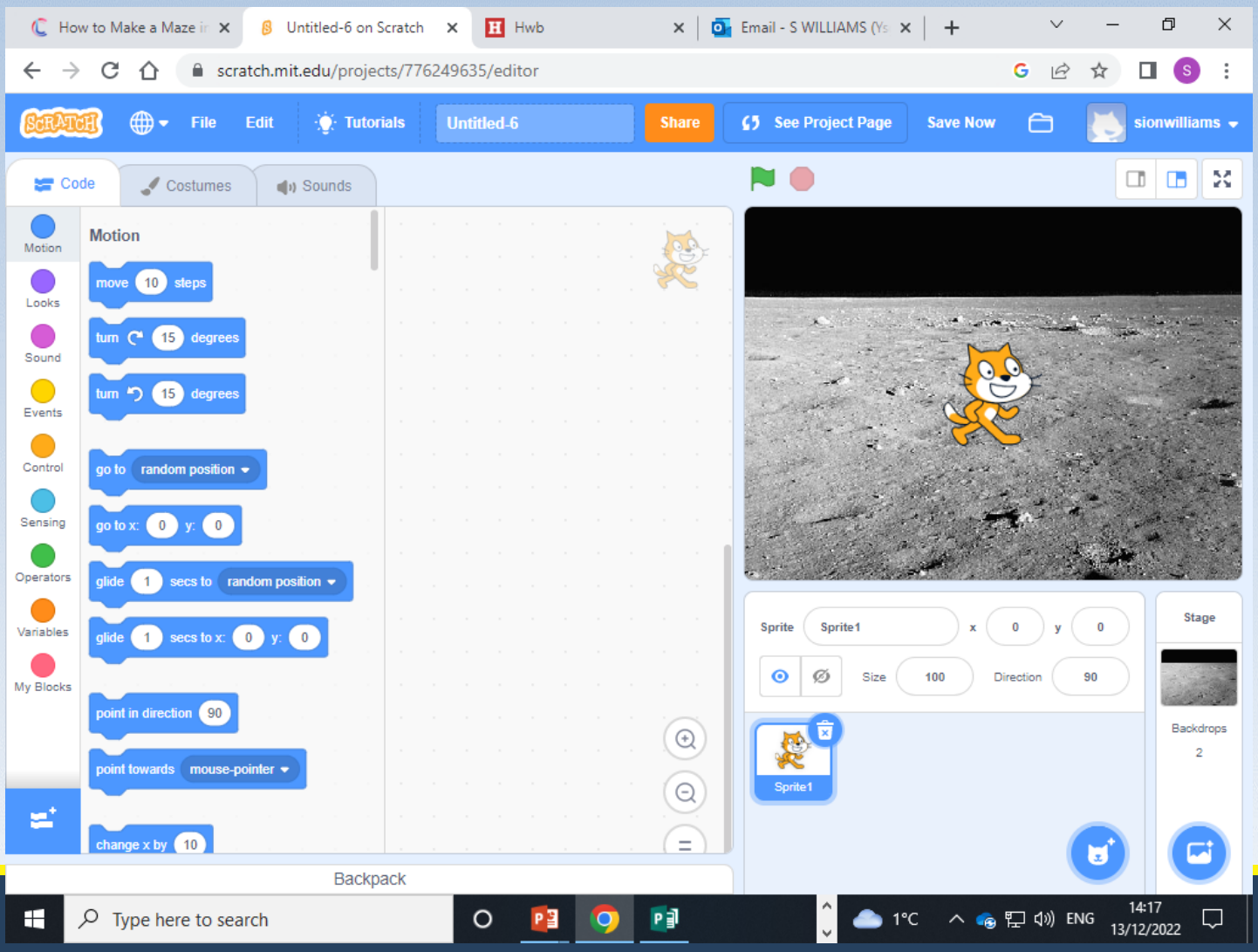
TGCh Cam wrth gam

Scratch




How to Make a Maze
Untitled-6 on Scratch
Hwb
Email - S WILLIAMS
scratch.mit.edu/projects/776249635/editor
File
Edit
Tutorials
Untitled-6
Share
See Project Page
sionwilliams
Code
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: 0 y: 0
glide 1 secs to random position
glide 1 secs to x: 0 y: 0
point in direction 90
point towards mouse-pointer
change x by 10
Backpack
Sprite
Sprite1
x 0
y 0
Size 100
Direction 90
Stage
Choose a Backdrop
Type here to search
1°C
ENG
14:16
13/12/2022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Motion
Looks
Sound
Events
Control
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Operators
Variables
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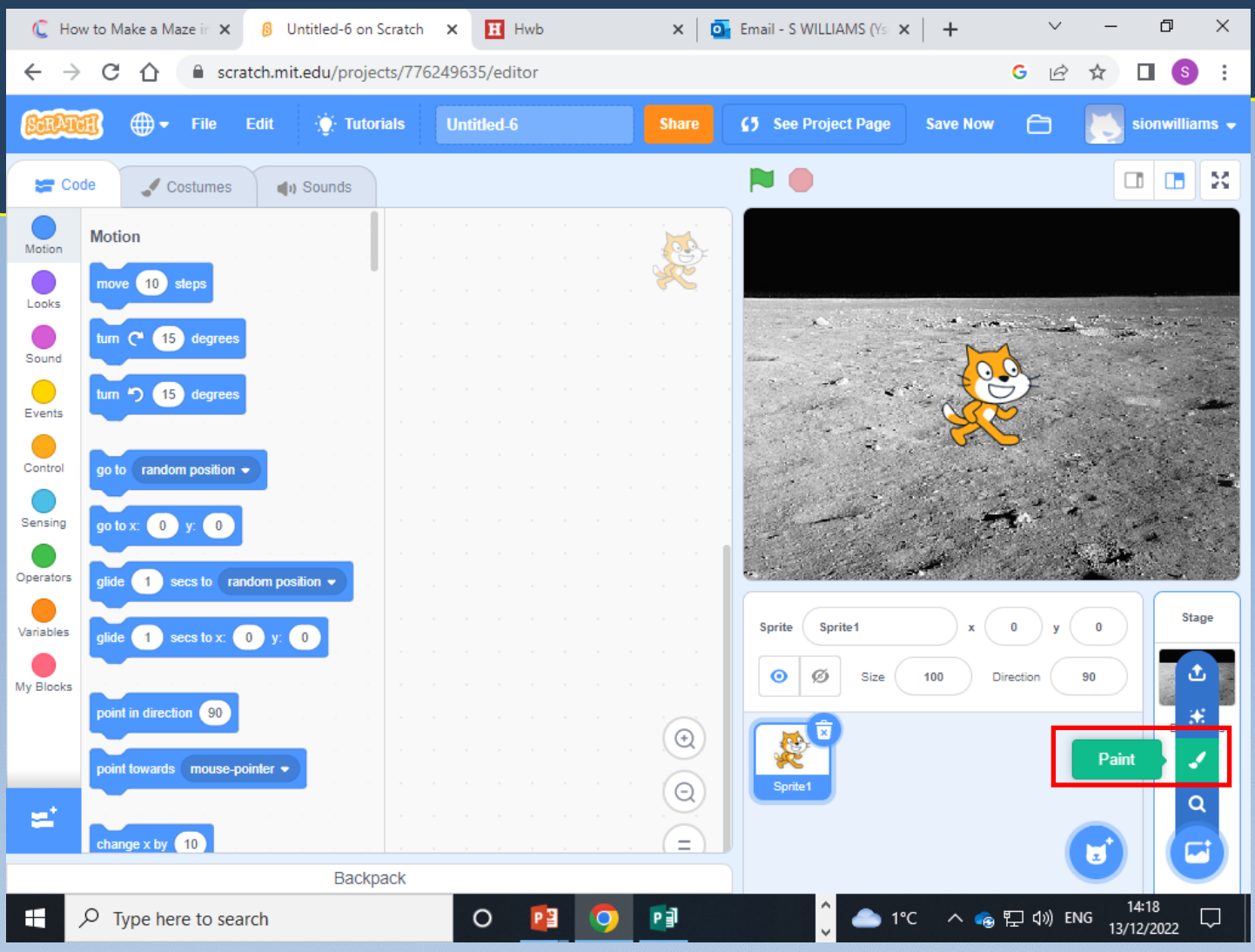
turn 15 degrees
turn 15 degrees
go to random position
go to x: 0 y: 0
glide 1 secs to random position
glide 1 secs to x: 0 y: 0
point in direction 90
point towards mouse-pointer
change x by 10
Backpack
Sprite
Sprite1
x 0
y 0
Size 100
Direction 90
Stage
Backdrops
2
Type here to search
1°C
ENG
14:17
13/12/2022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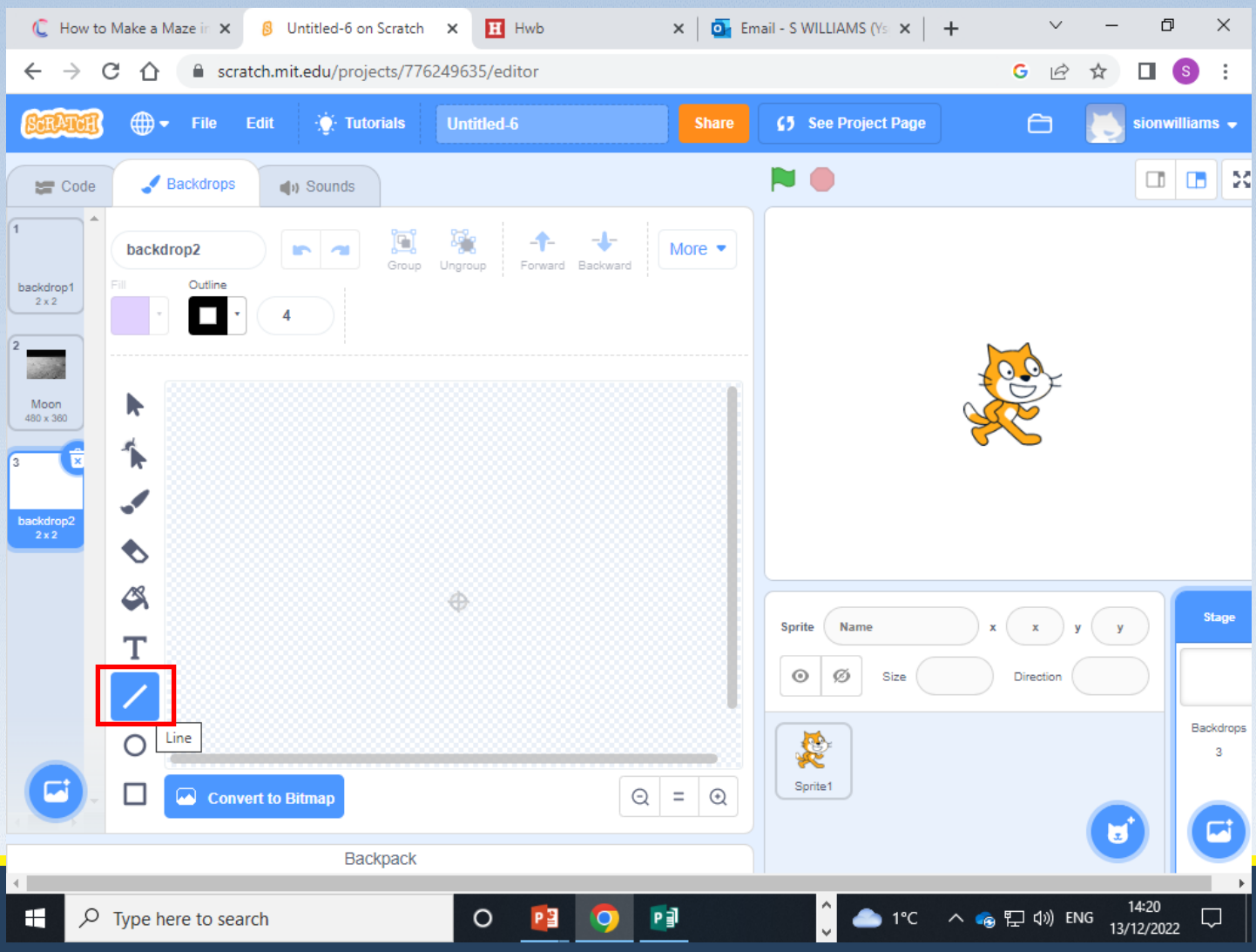
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: 0 y: 0
glide 1 secs to random position
glide 1 secs to x: 0 y: 0
point in direction 90
point towards mouse-pointer
change x by 10
Backpack
Sprite
Sprite1
x
0
y
0
Size
100
Direction
90
Stage
Paint
Type here to search
1°C
ENG
14:18
13/12/2022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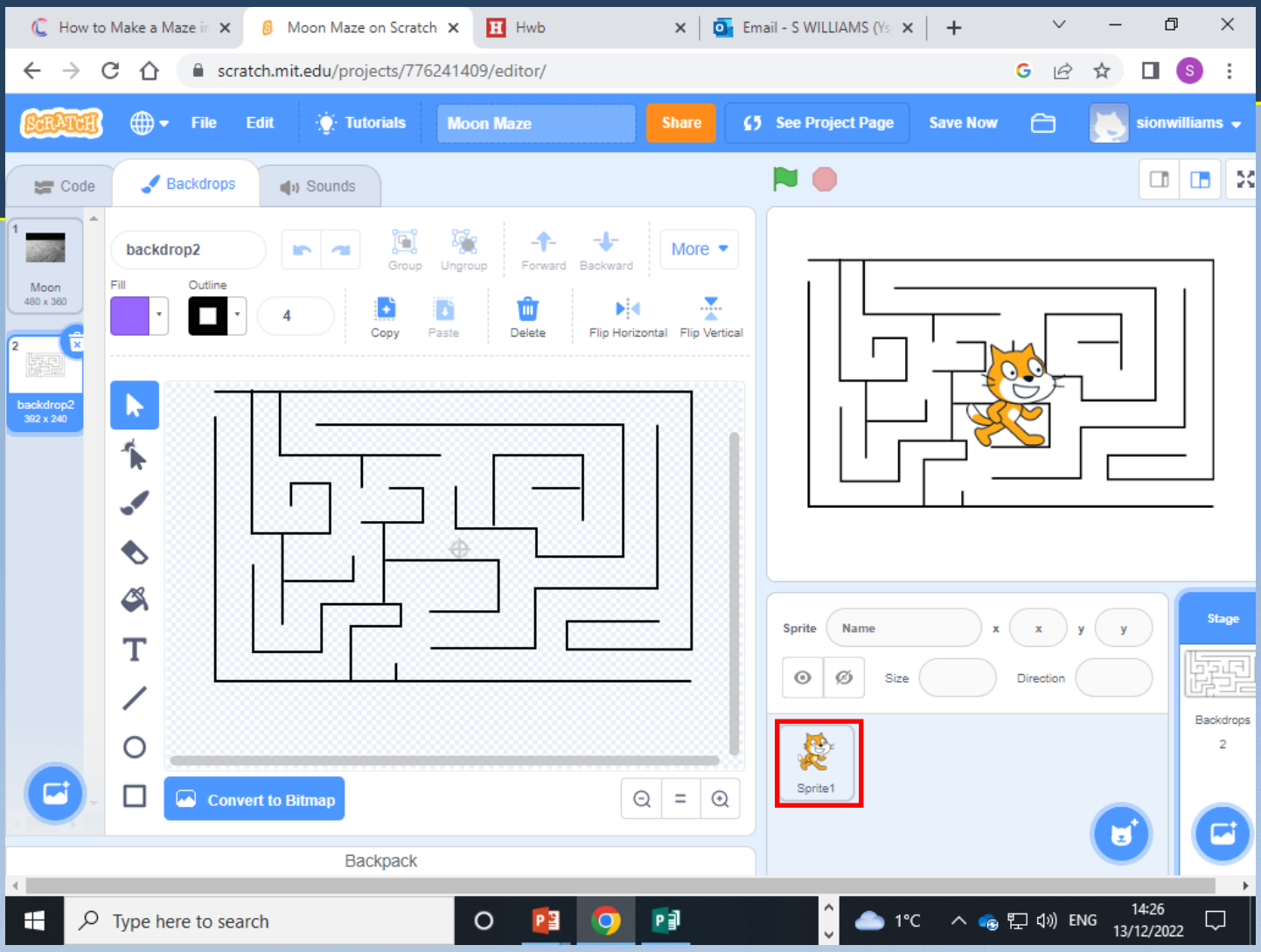
File
Edit
Tutorials
Untitled-6
Share
See Project Page
sionwilliams
Code
Backdrops
Sounds
backdrop1
2 x 2
Moon
480 x 360
backdrop2
2 x 2
backdrop2
Group
Ungroup
Forward
Backward
More
Fill
Outline
4
Line
Convert to Bitmap
Backpack
Sprite
Name
x
y
Size
Direction
Sprite1
Stage
Backdrops
3
Type here to search
1°C
ENG
14:20
13/12/2022


How to Make a Maze
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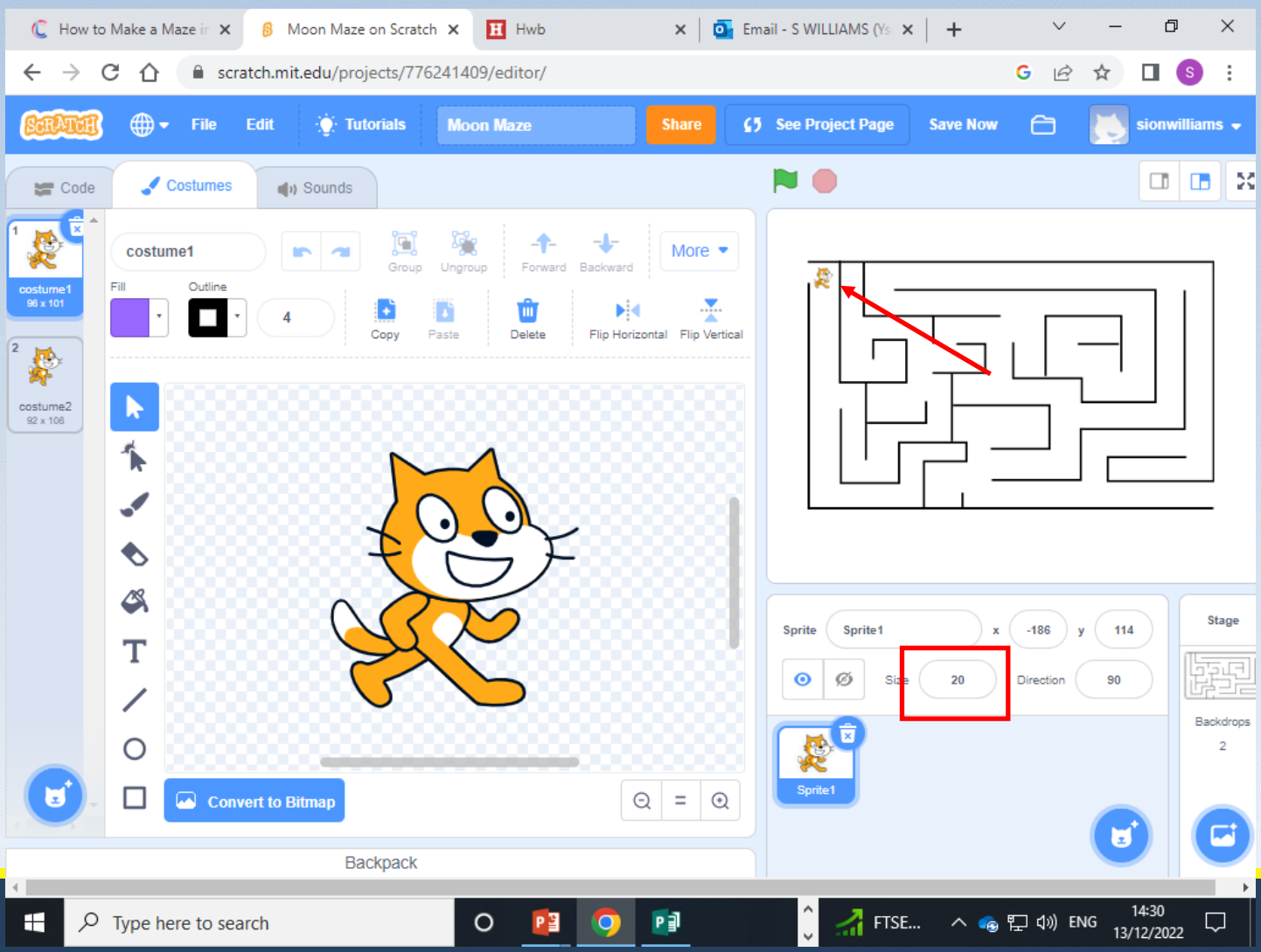
scratch.mit.edu/projects/776241409/editor/
File
Edit
Tutorials
Moon Maze
Share
See Project Page
Save Now
sionwilliams
Code
Backdrops
Sounds
backdrop2
Group
Ungroup
Forward
Backward
More
Fill
Outline
4
Copy
Paste
Delete
Flip Horizontal
Flip Vertical
Moon
480 x 360
backdrop2
392 x 240
Convert to Bitmap
Backpack
Sprite
Name
x
y
Size
Direction
Sprite1
Stage
Backdrops
2
Type here to search
1°C
ENG
14:26
13/12/2022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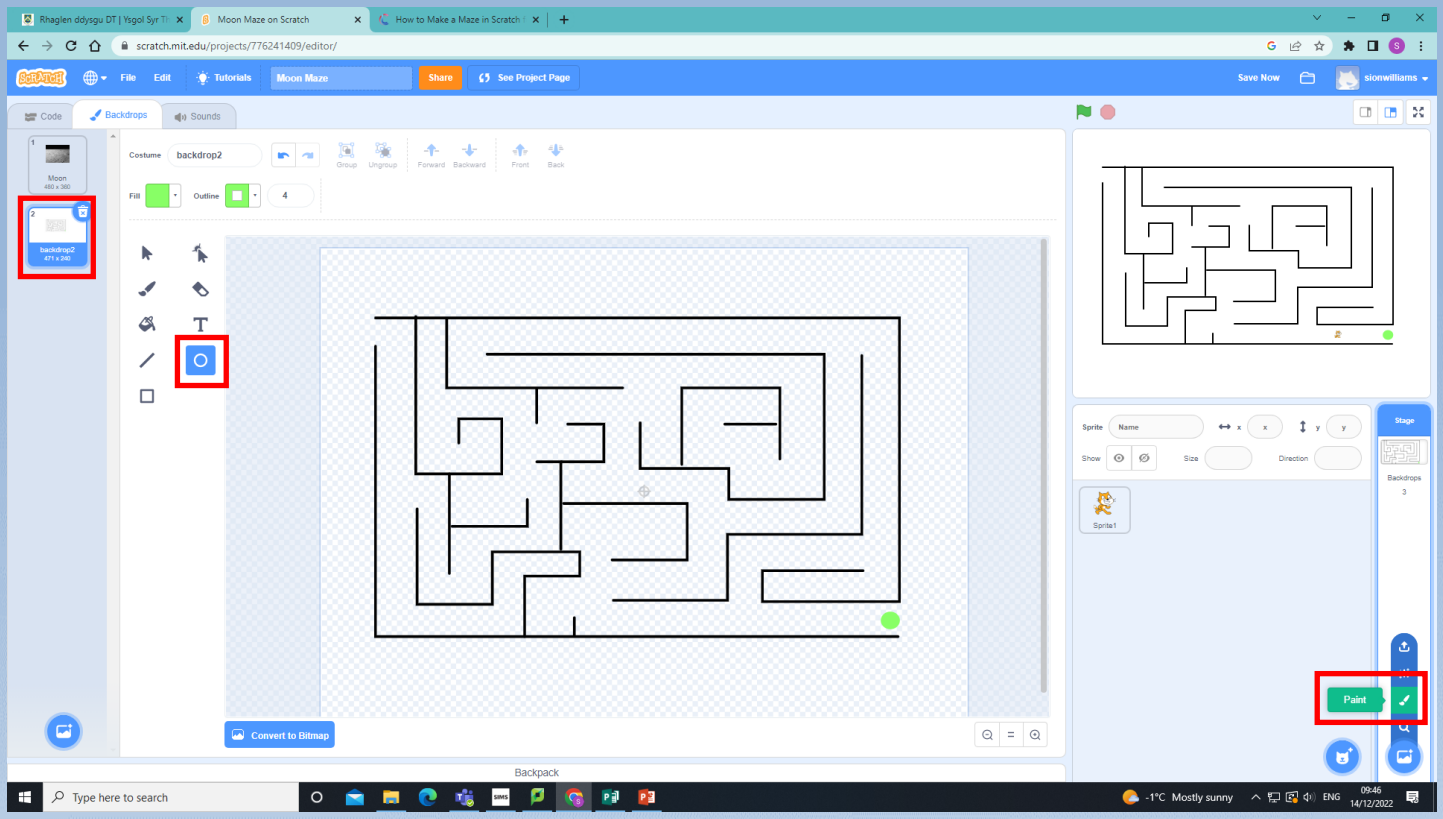
Edit
Tutorials
Moon Maze
Share
See Project Page
Save Now
sionwilliams
Code
Costumes
Sounds
costume1
Group
Ungroup
Forward
Backward
More
Fill
Outline
4
Copy
Paste
Delete
Flip Horizontal
Flip Vertical
costume1
96 x 101
costume2
92 x 106
Convert to Bitmap
Backpack
Sprite
Sprite1
x
-186
y
114
Size
20
Direction
90
Stage
Backdrops
2
Type here to search
FTSE...
ENG
14:30
13/12/2022

The first block we want is “when green flag clicked” from **Events**. Underneath, we want the “go to x, y” **Motion** block. We can fill in the blanks with the values for the top left position. For us, x is -186 and 114. This allows us to reset the game every time we hit the green flag.

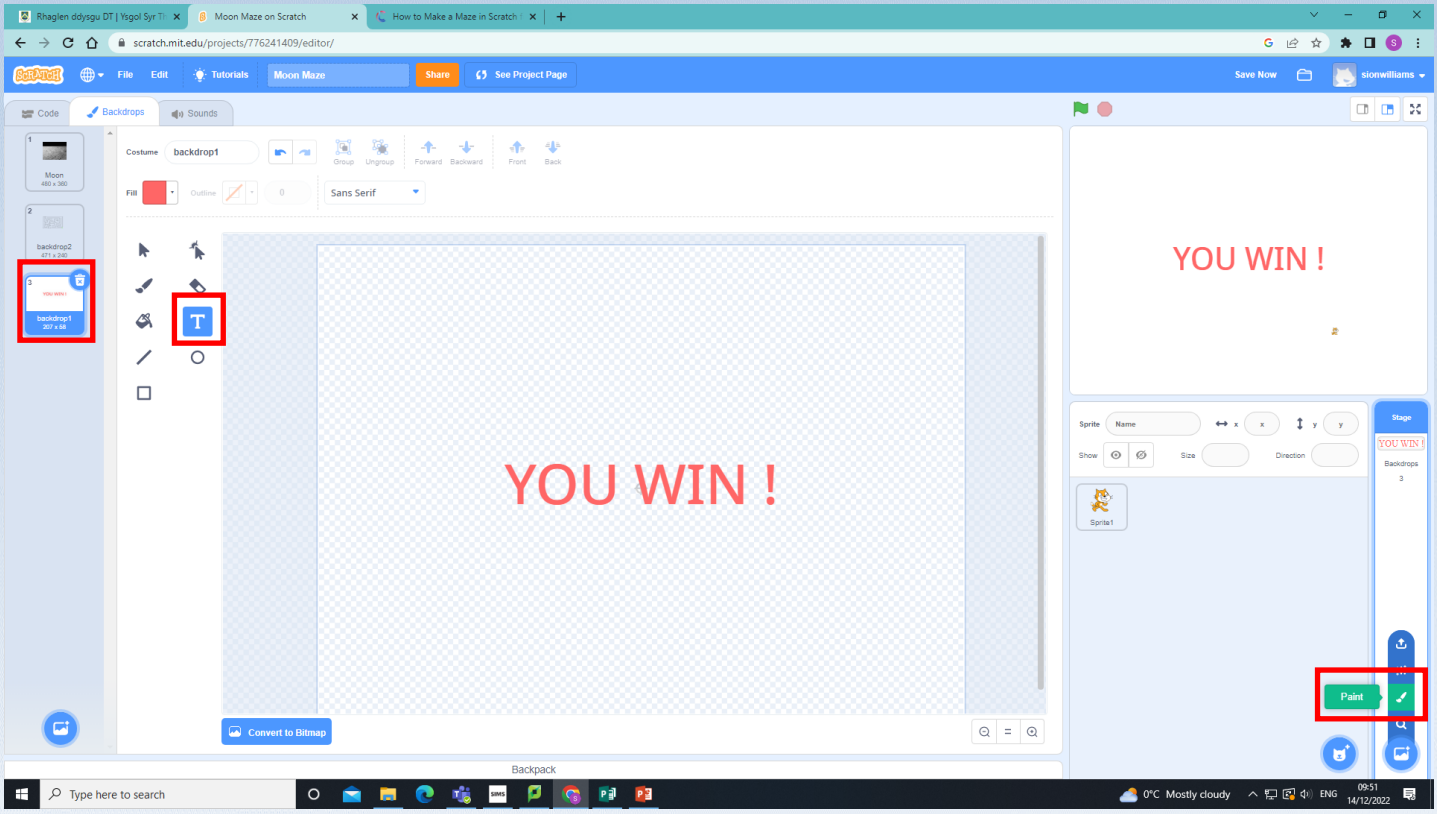
Send the sprite back to the start.

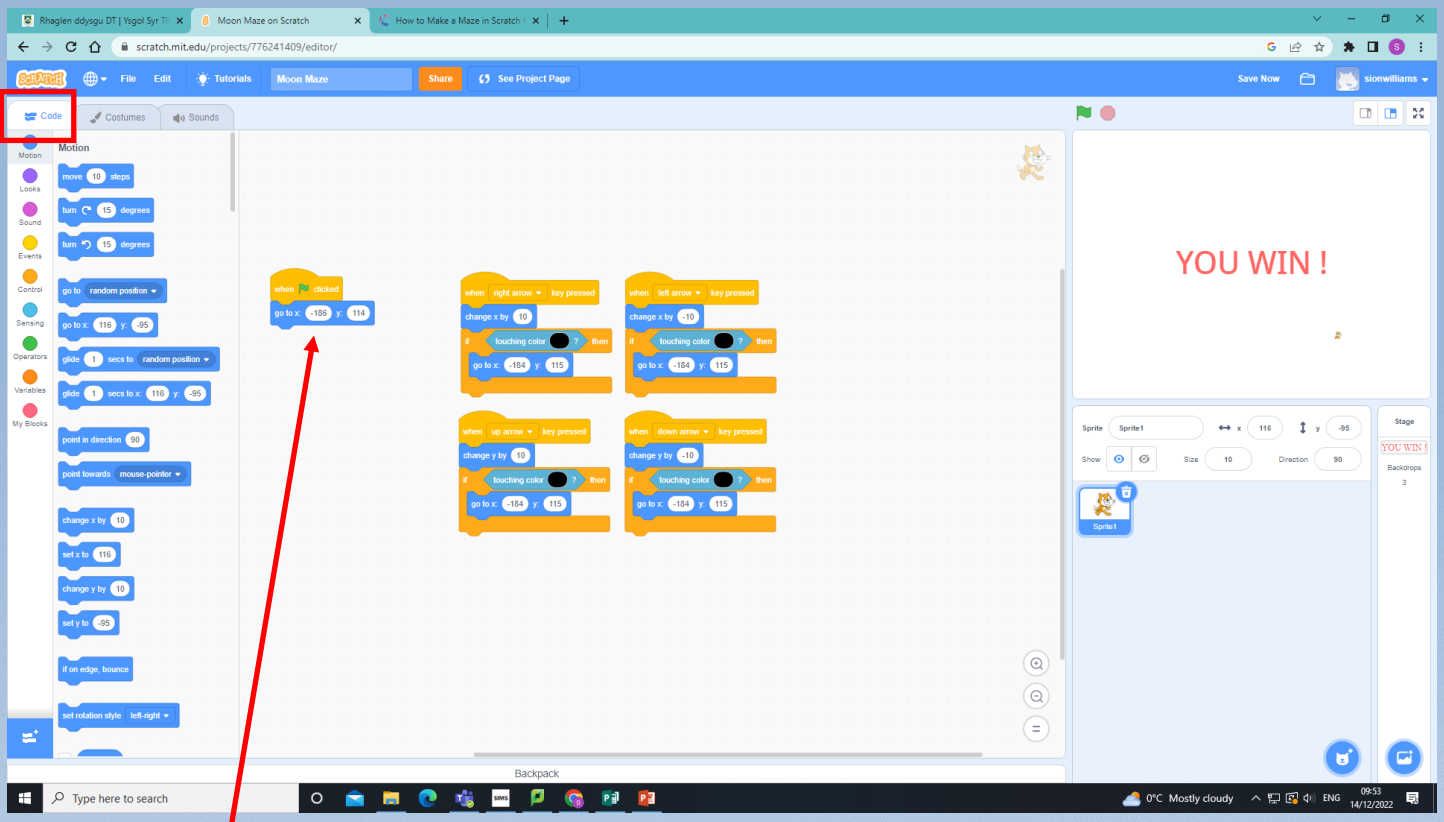
The rest of the coding is to move your sprite around the maze. The Touching colour code is to move your sprite back to the start if it touches the walls. Remember to choose the same colour as the walls of the maze!

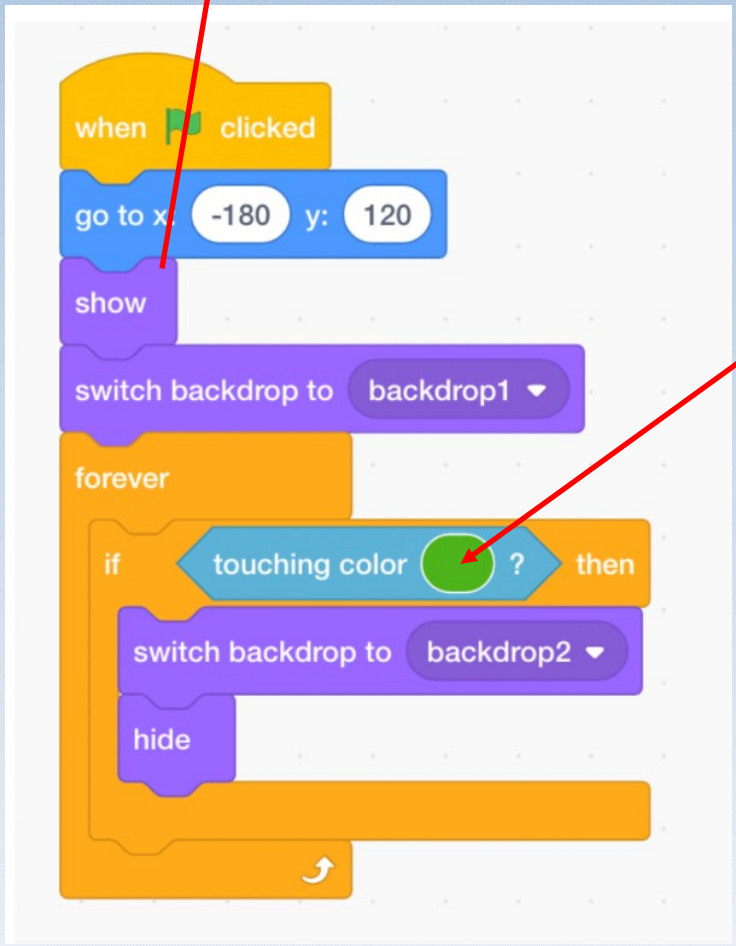
Go to Backdrop then chose the circle tool and the colour green. Create a n end point for your maze.



Go to Backdrop then chose the text tool. Type a wining message.







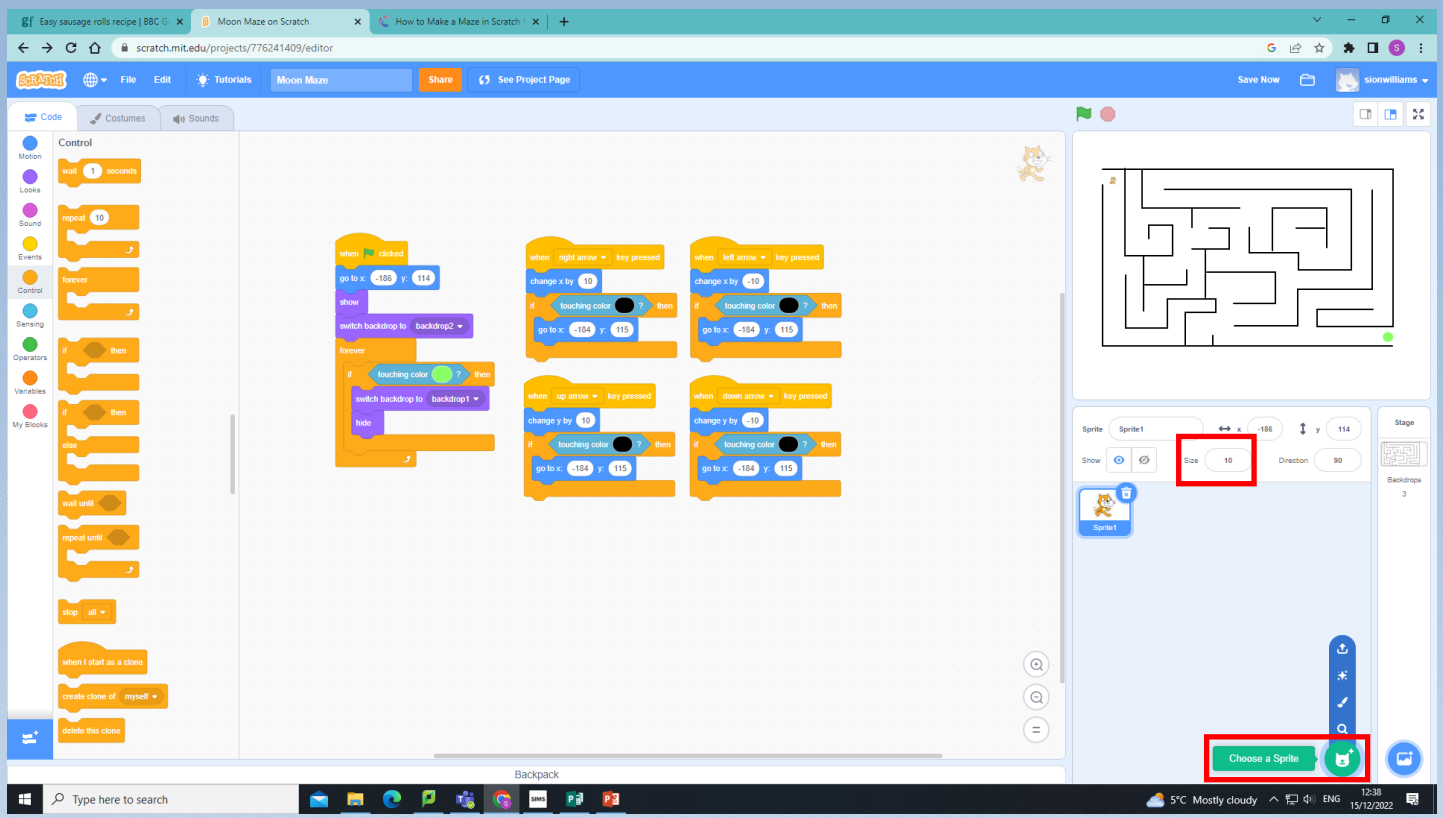
Add the coding on the left to the coding for the sprite as shown. This will make the wining message appear.

Remember to select the correct colour in the Touching colour code. This needs to match the end point in the maze.

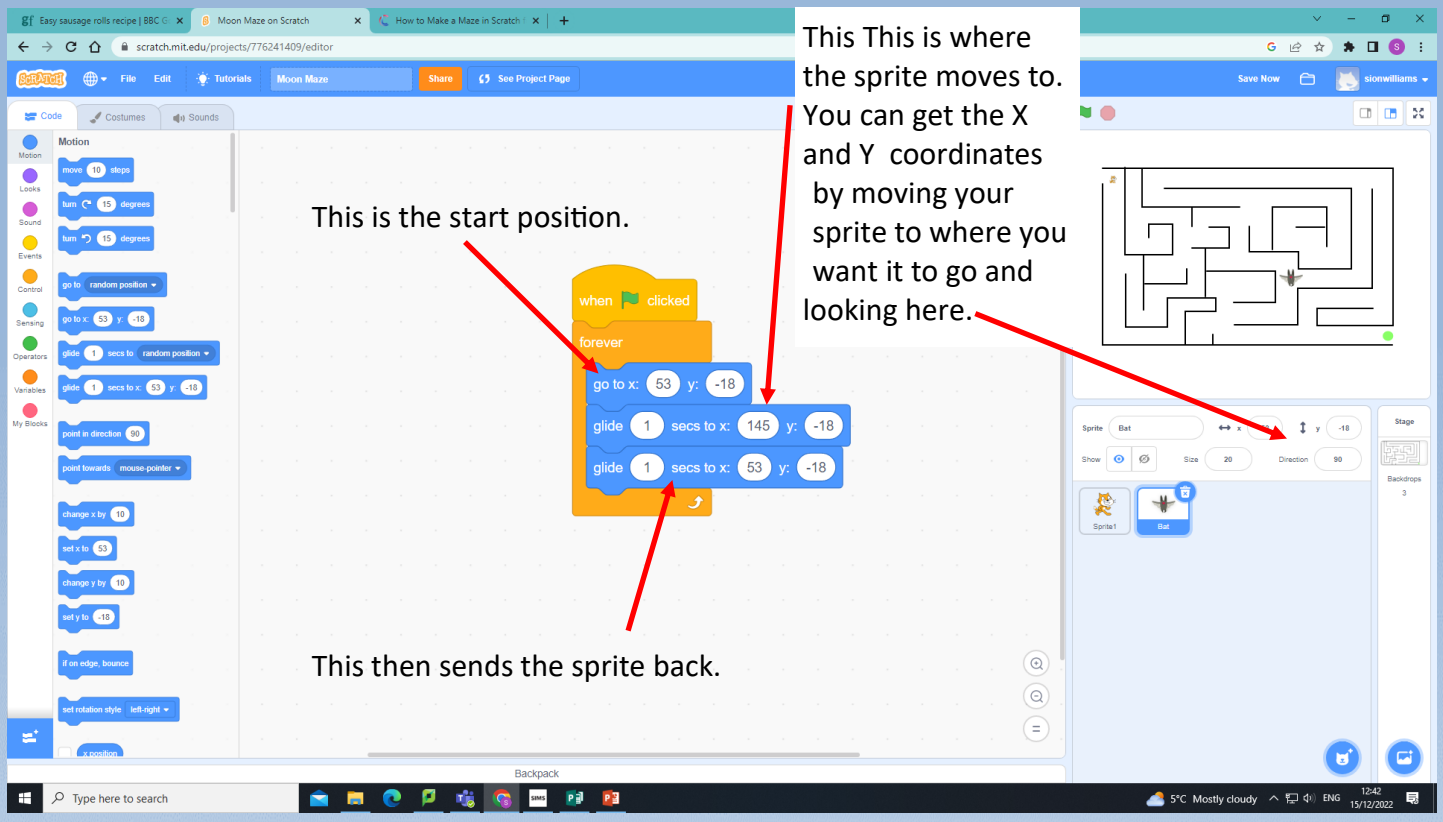
Customize the maze.

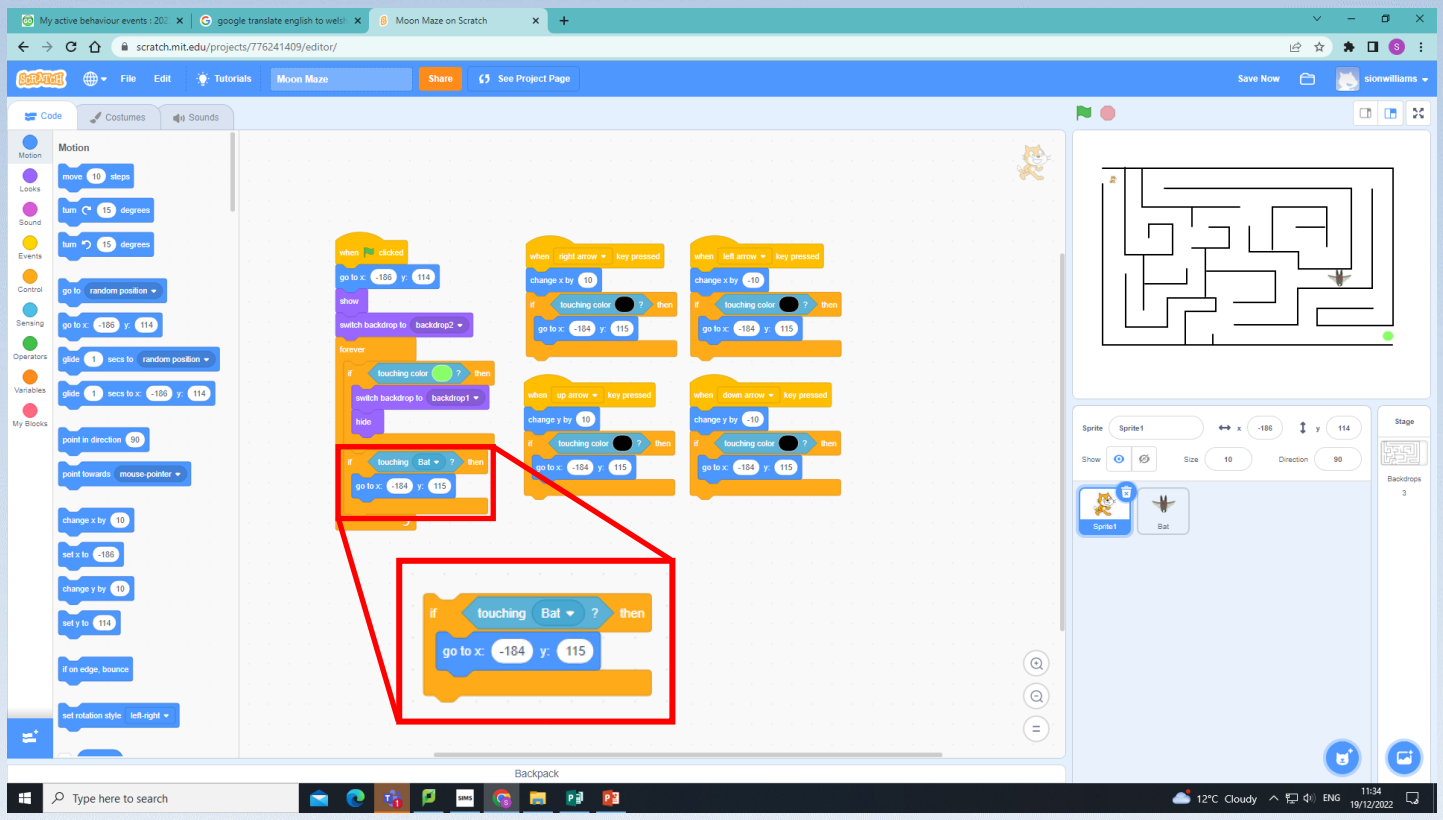
- You can add extra levels to the game using the coding you have used already.
- Add obstacles to the maze and make the sprite go back to the start.

Choose a new sprite them change the size of the sprite and put it where you want it.



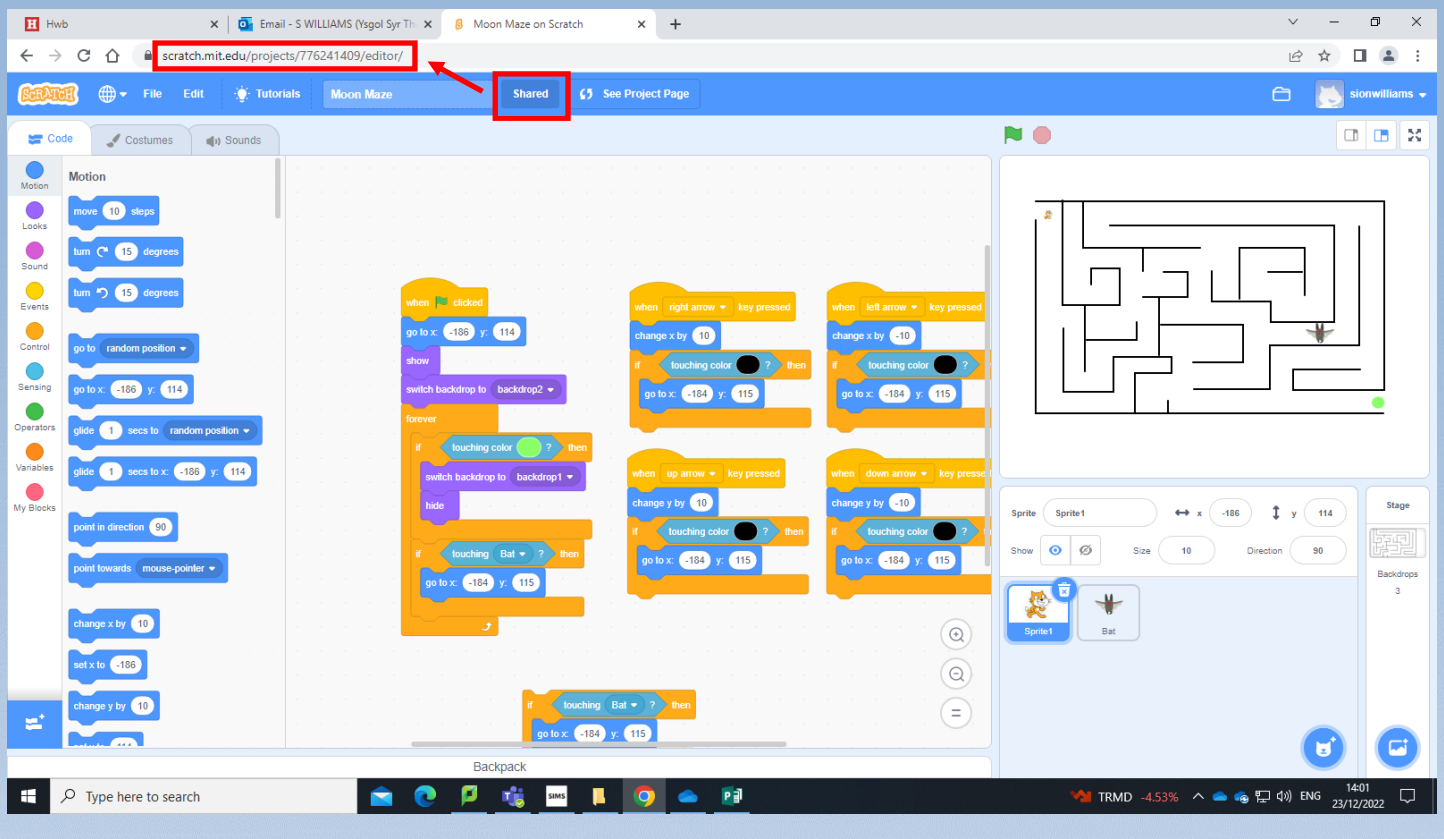
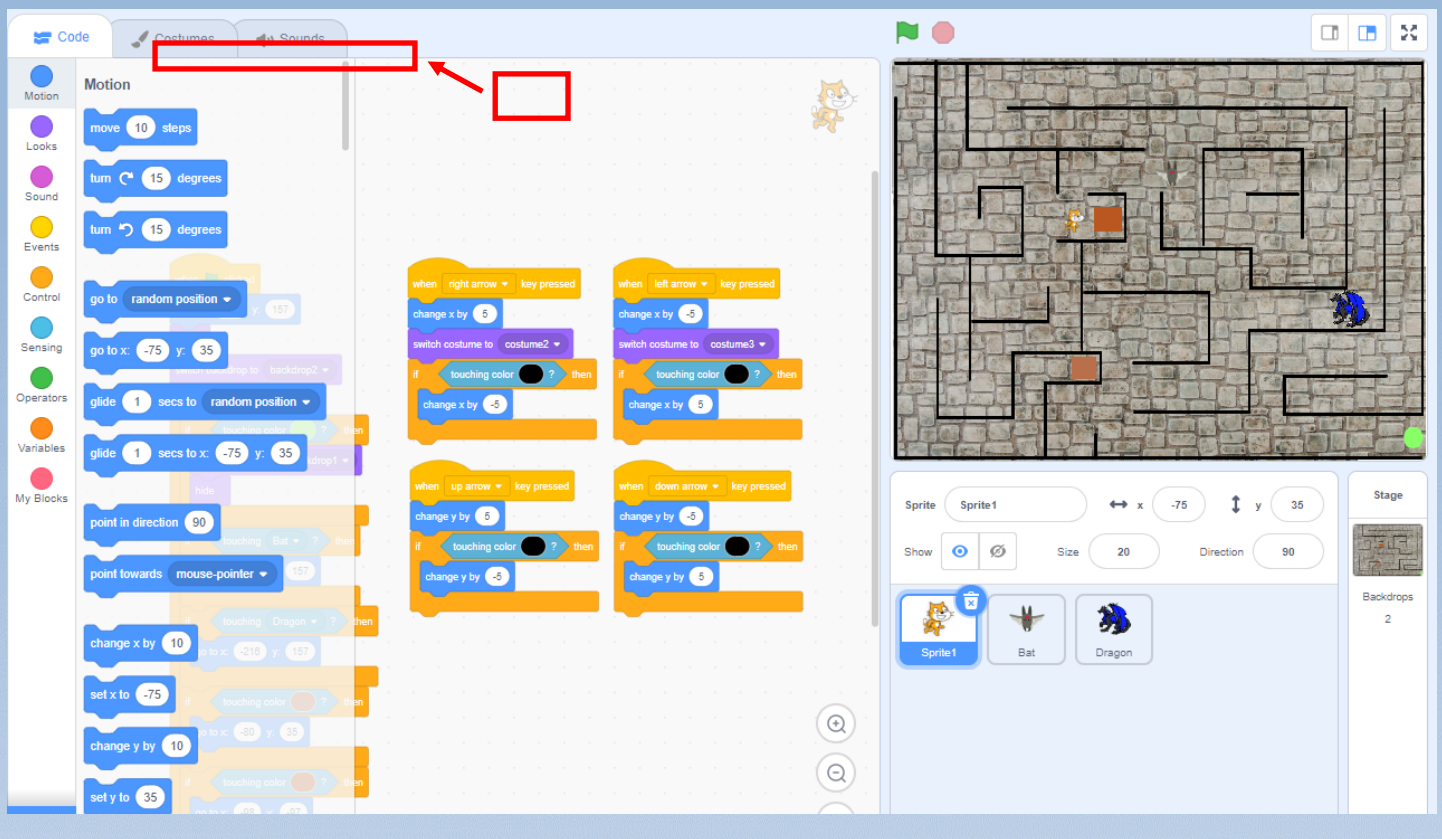
Add the below code to the sprite.





Add the above code to the sprite.

Once you have completed the coding you can then share your game with others. Click share at the top of the page then copy and paste the web address to send to others.



If you would like the sprite to not go back to the start when touching the walls, use the coding below.