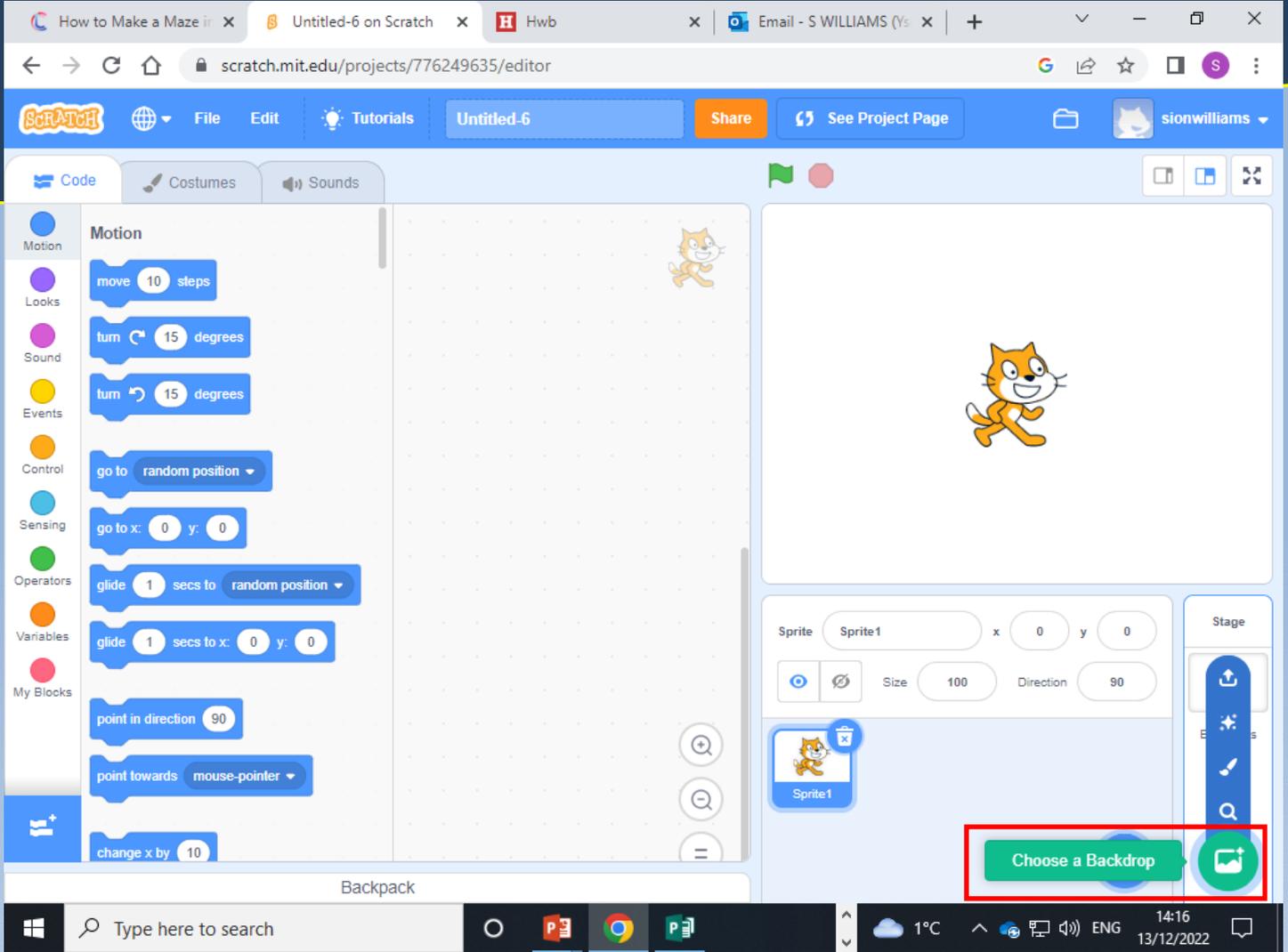




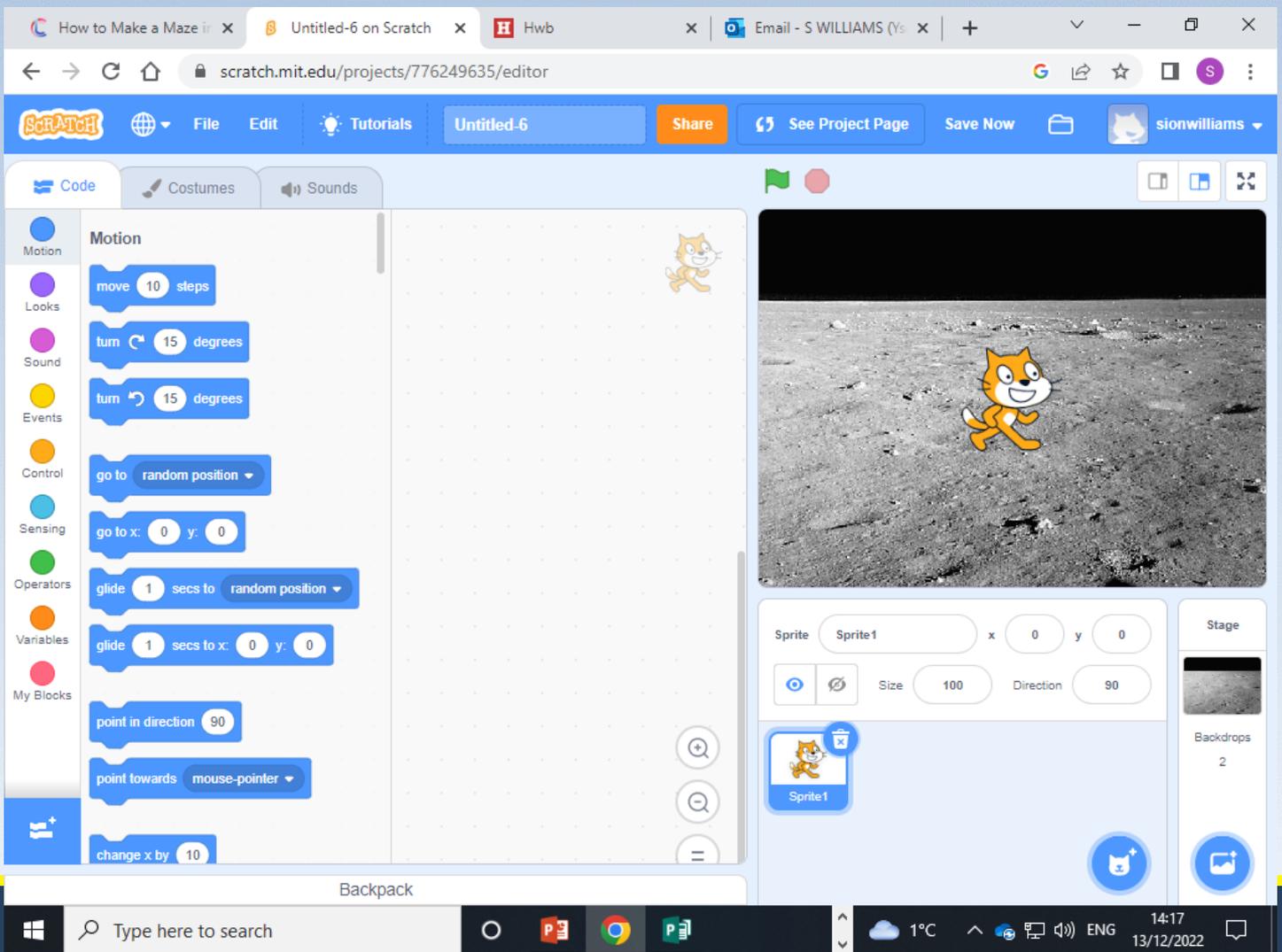
TGCh Cam wrth gam Scratch

The screenshot shows a web browser window with the Scratch website (scratch.mit.edu) open. The browser's address bar shows the URL. The website's navigation bar includes 'Create', 'Explore', 'Ideas', 'About', and a search bar. The user's name 'sionwilliams' is visible in the top right corner, with a dropdown menu open. The dropdown menu contains the following options: Profile, My Stuff (highlighted with a red box), Account settings, and Sign out. Below the navigation bar, the page is divided into several sections: 'What's Happening?' with a message about updates from followed Scratchers; 'Scratch News' with articles like '2022: A Scratch Year' and 'Wiki Wednesday!'; and 'Featured Projects' with thumbnails for 'Design a Plant pot', 'D.I.Y Gingerbread ...', 'Mount Fuji', 'Satisfying Clone ...', and 'Dodge #games #a...'. The Windows taskbar is visible at the bottom of the screen, showing the search bar and system tray with the date 13/12/2022 and time 14:15.

Scratch editor interface showing the Code tab. The left sidebar contains categories: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace is empty. The right panel shows the Sprite area with 'Sprite1' selected, and the Stage area. A red box highlights the 'Choose a Backdrop' button in the Stage area.



Scratch editor interface showing the Code tab. The left sidebar contains categories: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace contains a grey, rocky moon surface backdrop. The right panel shows the Sprite area with 'Sprite1' selected, and the Stage area with a 'Backdrops' list containing 2 items. The 'Choose a Backdrop' button is no longer highlighted.



How to Make a Maze in x | Untitled-6 on Scratch x | Hwb x | Email - S WILLIAMS (Ys x | +

scratch.mit.edu/projects/776249635/editor

Scratch File Edit Tutorials Untitled-6 Share See Project Page Save Now sionwilliams

Code Costumes Sounds

Motion

- 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

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

Sprite Sprite1 x 0 y 0

Size 100 Direction 90

Paint

Stage

Backpack

Type here to search

1°C 14:18 13/12/2022

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Code Backdrops Sounds

backdrop2

Group Ungroup Forward Backward More

backdrop1 2 x 2

backdrop2 2 x 2

Moon 480 x 360

Line

Convert to Bitmap

Sprite Name x x y y

Size Direction

Sprite1

Backdrops 3

Backpack

Type here to search

1°C 14:20 13/12/2022

How to Make a Maze in ... Moon Maze on Scratch ... Hwb ... Email - S WILLIAMS (Ys ...

scratch.mit.edu/projects/776241409/editor/

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Code Backdrops Sounds

backdrop2

Fill Outline 4 Copy Paste Delete Flip Horizontal Flip Vertical

Convert to Bitmap

Sprite Name x x y y Size Direction

Sprite1

Stage Backdrops 2

Type here to search 1°C 14:26 13/12/2022

Detailed description: This screenshot shows the Scratch editor interface. The 'Backdrops' tab is active, displaying a maze backdrop named 'backdrop2'. The backdrop is a black and white maze on a light blue grid. A cat sprite named 'Sprite1' is positioned in the center of the maze. The 'Sprite' panel on the right shows the cat sprite selected, with its name 'Sprite1' and a red box around it. The 'Stage' panel on the right shows the maze backdrop selected. The Windows taskbar at the bottom shows the search bar, taskbar icons, and system tray with the date 13/12/2022 and time 14:26.

How to Make a Maze in ... Moon Maze on Scratch ... Hwb ... Email - S WILLIAMS (Ys ...

scratch.mit.edu/projects/776241409/editor/

Scratch File Edit Tutorials Moon Maze Share See Project Page Save Now sionwilliams

Code Costumes Sounds

costume1

Fill Outline 4 Copy Paste Delete Flip Horizontal Flip Vertical

Convert to Bitmap

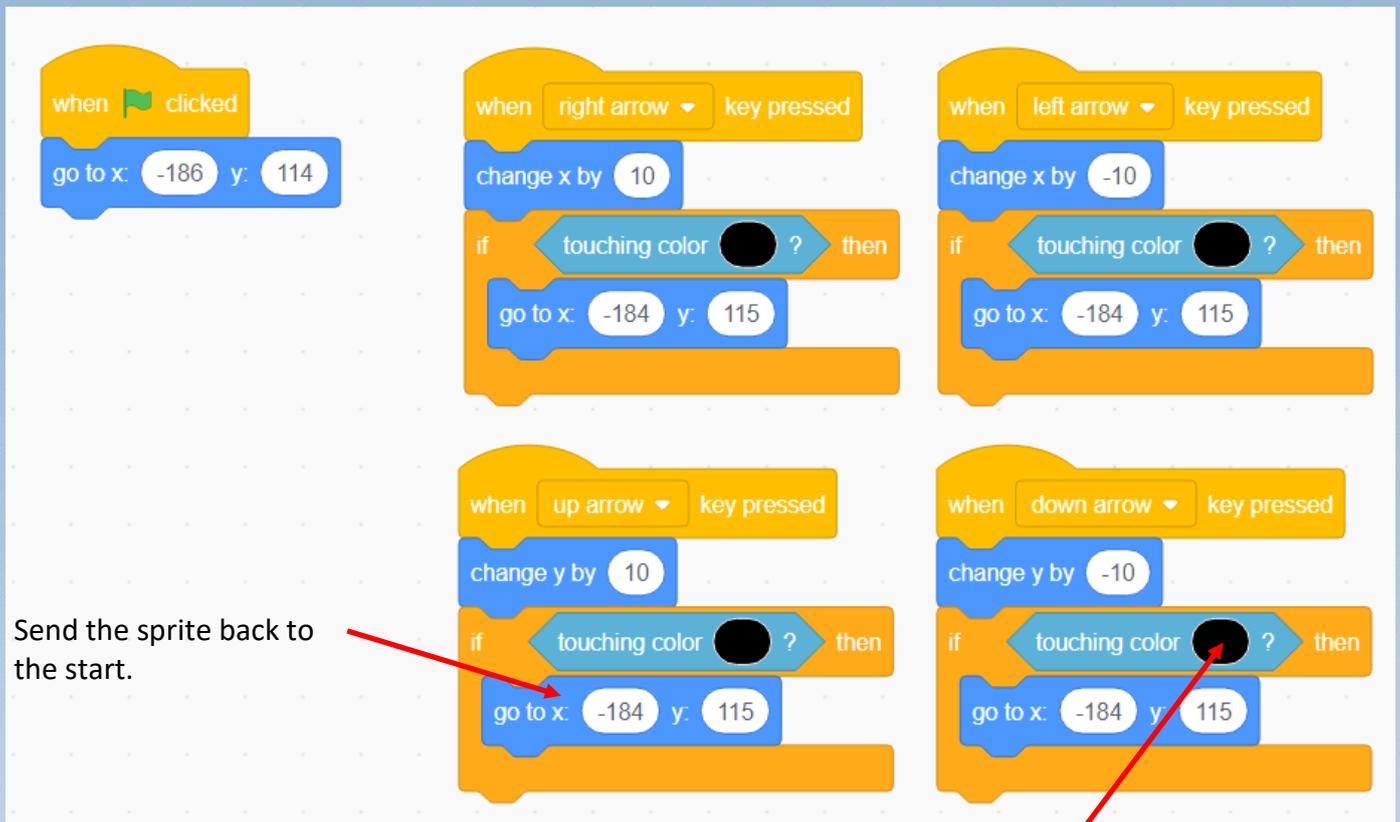
Sprite Sprite1 x -186 y 114 Size 20 Direction 90

Stage Backdrops 2

Type here to search FTSE... 14:30 13/12/2022

Detailed description: This screenshot shows the Scratch editor interface. The 'Costumes' tab is active, displaying a cat costume named 'costume1'. The costume is a cartoon cat with orange fur and a white belly. The 'Sprite' panel on the right shows the cat sprite selected, with its name 'Sprite1' and a red box around it. The 'Stage' panel on the right shows the maze backdrop selected. A red arrow points to the top-left corner of the maze backdrop. The Windows taskbar at the bottom shows the search bar, taskbar icons, and system tray with the date 13/12/2022 and time 14:30.

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.

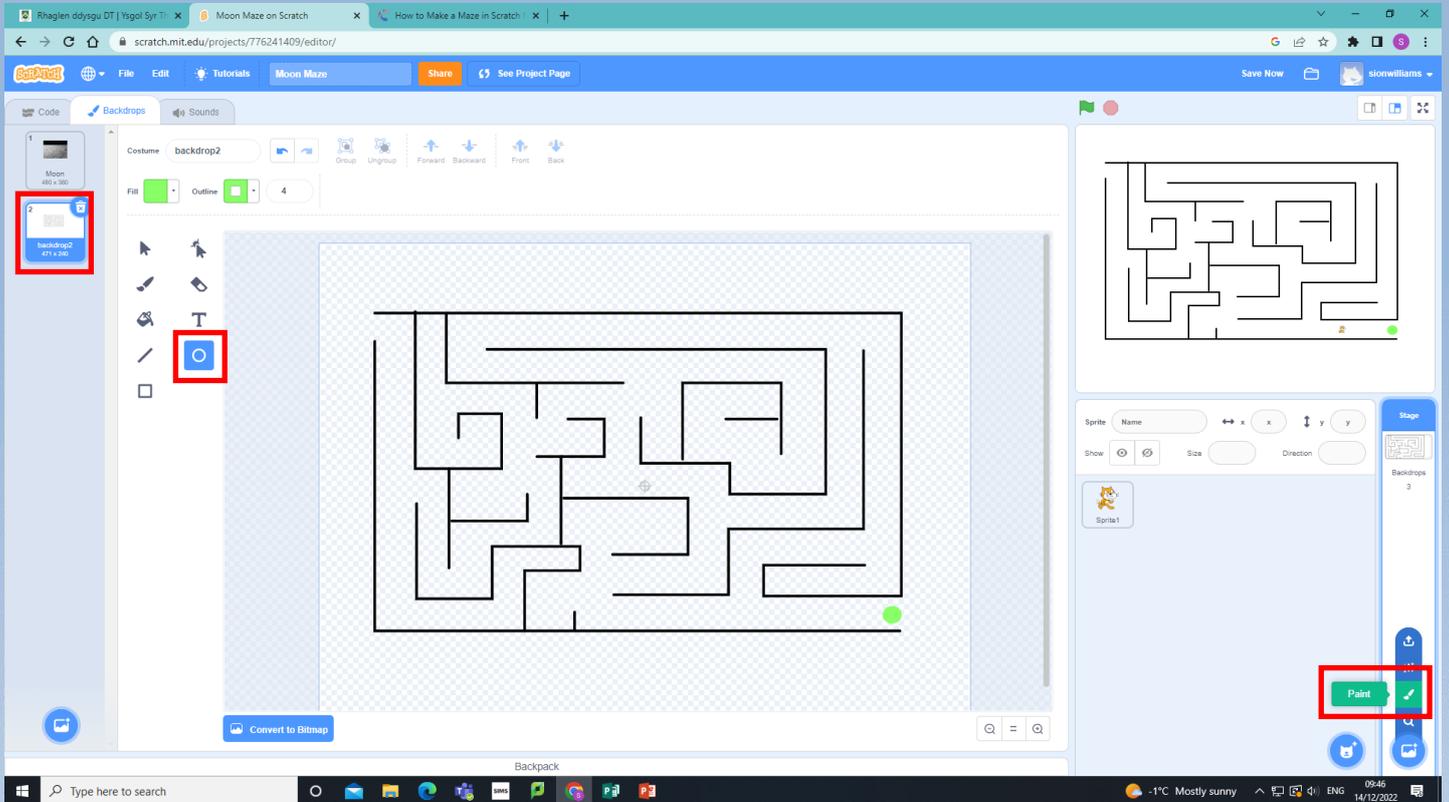


The image displays six Scratch code blocks arranged in two rows and three columns. The first block is a yellow 'when green flag clicked' block with a blue 'go to x: -186 y: 114' block below it. The second, third, and fourth blocks are yellow 'when key pressed' blocks for the right, left, and up arrows, each followed by a blue 'change x' or 'y' block and an orange 'if touching color [black]?' block with a blue 'go to x: -184 y: 115' block. The fifth and sixth blocks are yellow 'when key pressed' blocks for the down arrow, each followed by a blue 'change y' block and an orange 'if touching color [black]?' block with a blue 'go to x: -184 y: 115' block. Two red arrows point from the text 'Send the sprite back to the start.' to the 'go to x: -184 y: 115' blocks in the bottom row.

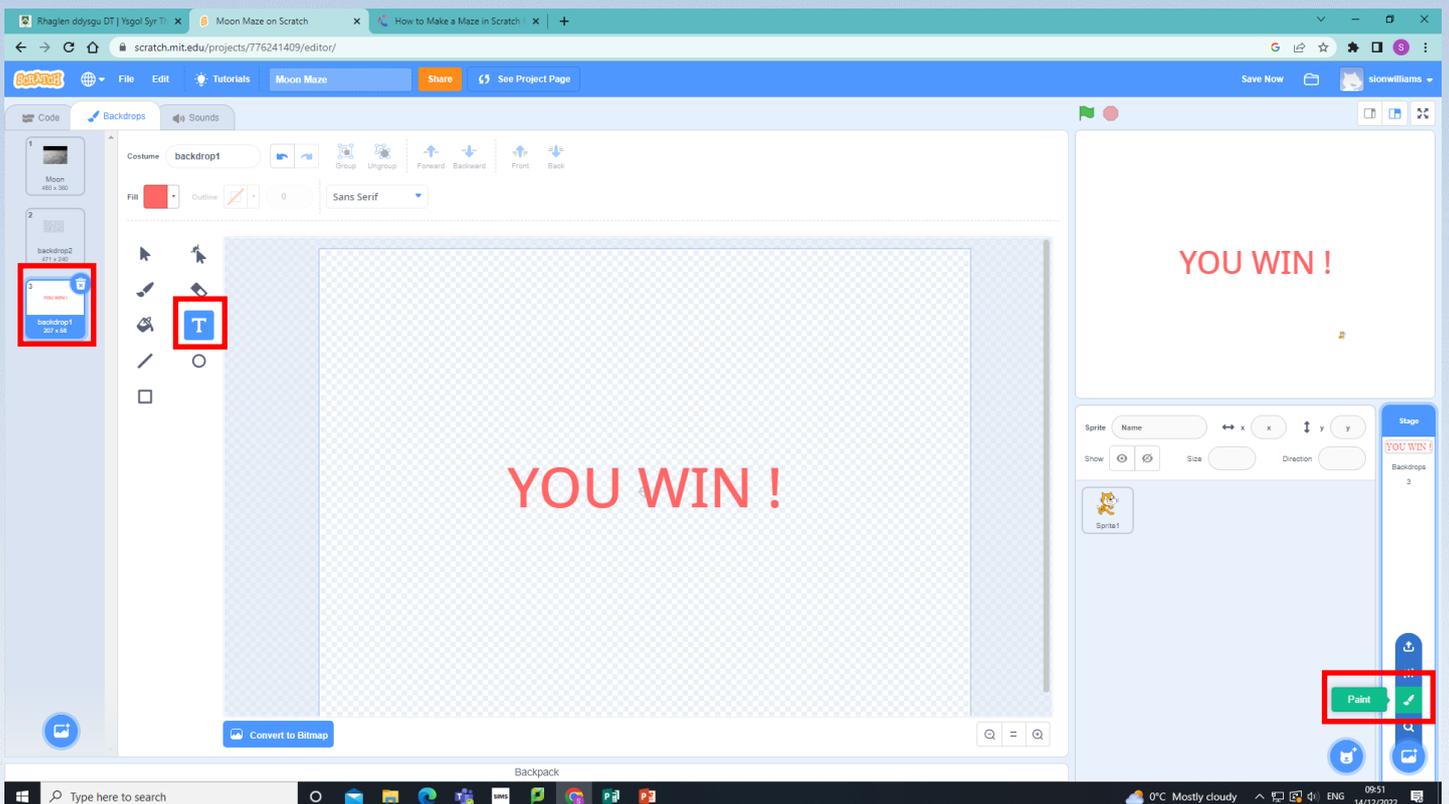
Send the sprite back to the start.

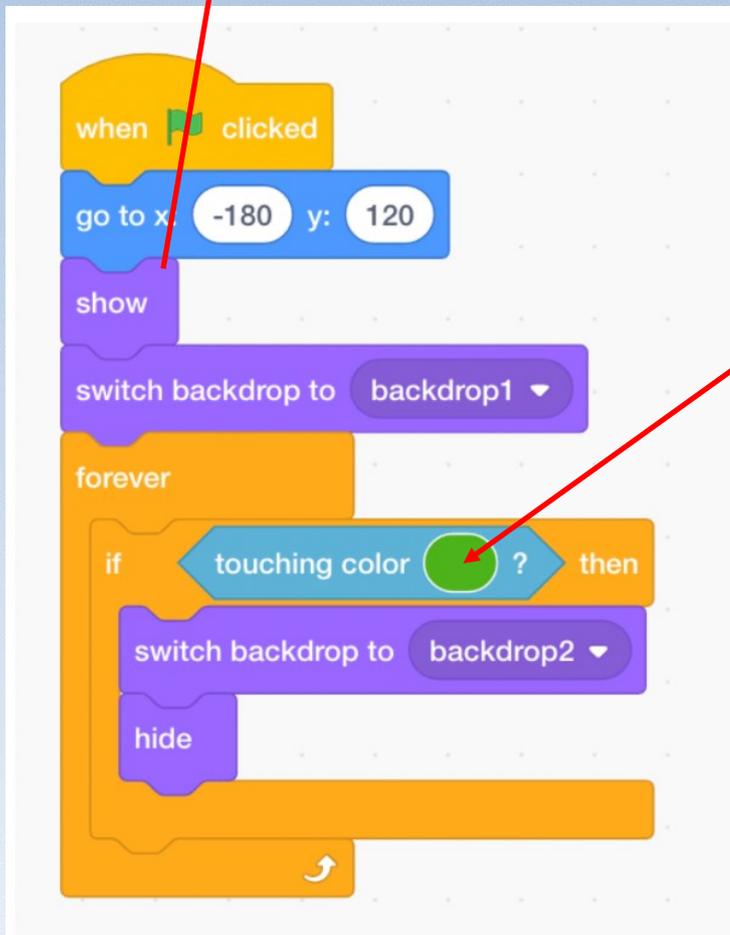
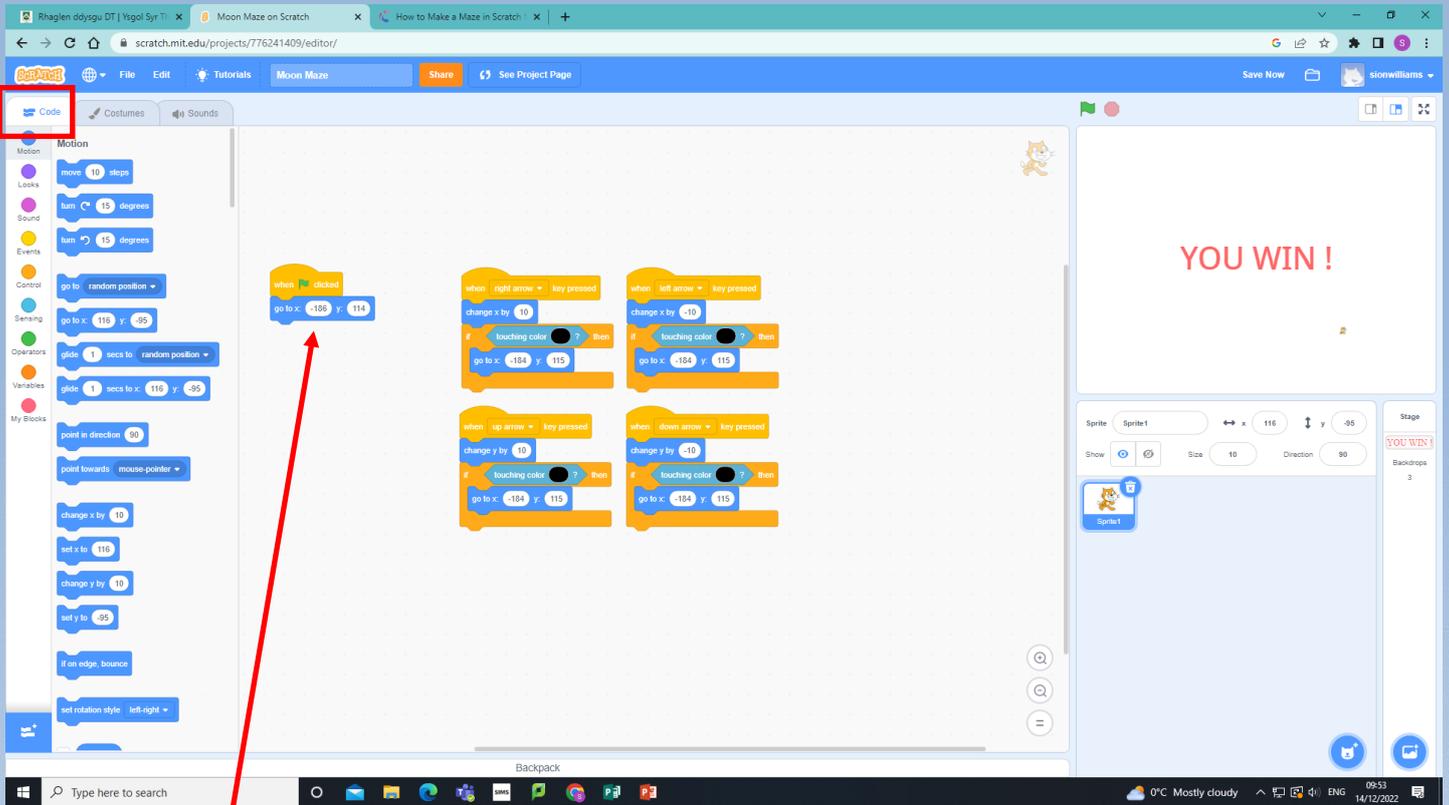
The rest of the coding is to move your sprite around the maze. The Touching colour code is to move your sprite back to the start if it touches the walls. Remember to choose the same colour as the walls of the maze!

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 winning message.





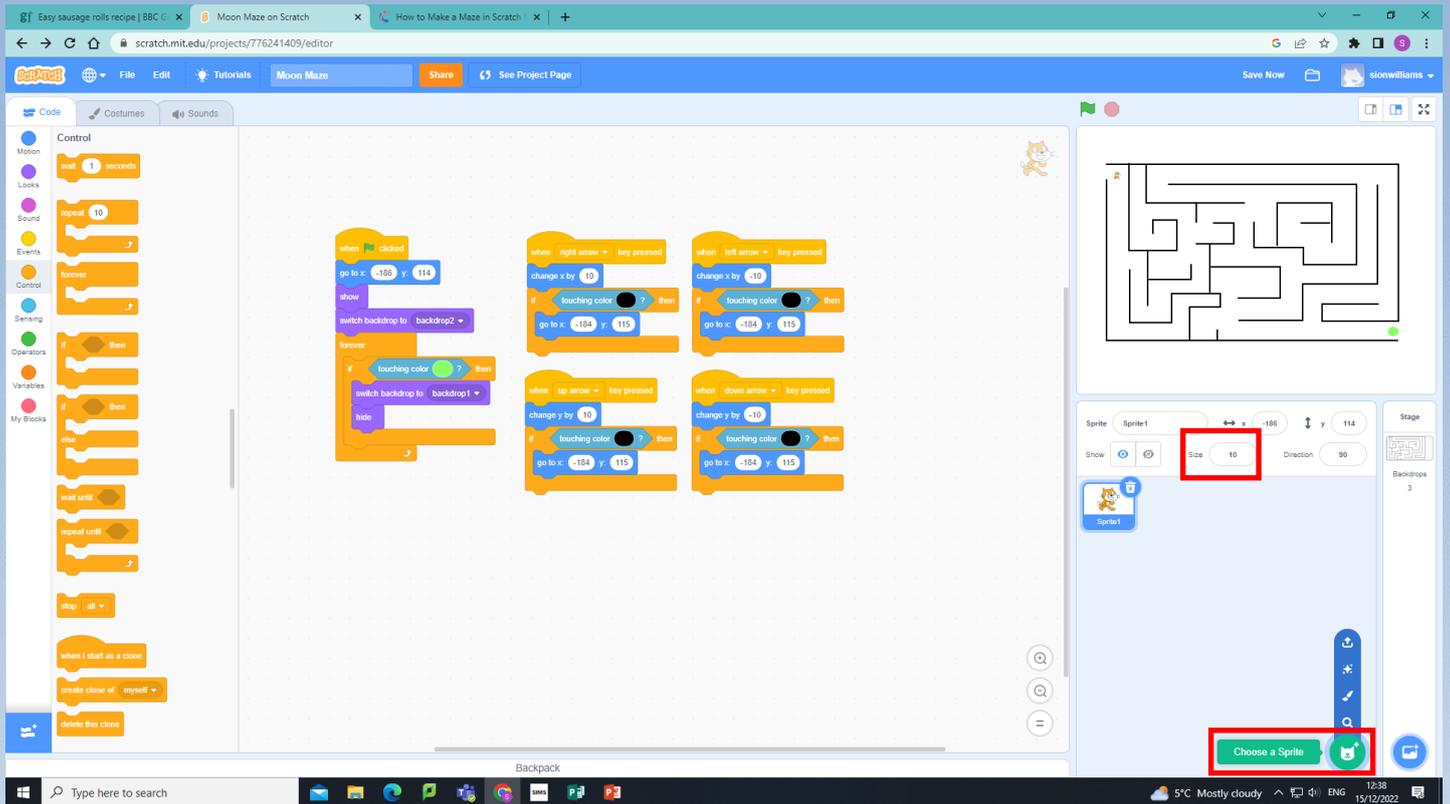
Add the coding on the left to the coding for the sprite as shown. This will make the wining message appear.

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 then change the size of the sprite and put it where you want it.



Add the below code to the sprite.

This is the start position.

This This is where the sprite moves to. You can get the X and Y coordinates by moving your sprite to where you want it to go and looking here.

This then sends the sprite back.

The screenshot shows the Scratch editor interface. The code area contains a 'when clicked' event block followed by a 'forever' loop. Inside the loop, there are three 'go to x: 53 y: -18' blocks, each preceded by a 'glide 1 secs to x: 145 y: -18' block. The 'Stage' area on the right shows a maze with a bat sprite at the start position (53, -18). A callout box with red arrows points to the 'go to x: 53 y: -18' block and the bat's position in the maze.

The screenshot shows the Scratch editor interface. The code area contains a 'when clicked' event block followed by a 'show' block, a 'switch backdrop to backdrop2' block, and a 'forever' loop. Inside the loop, there are several 'if touching color?' blocks that trigger 'go to x: -184 y: 115' blocks. A callout box with red arrows points to one of these 'if touching color?' blocks and its corresponding 'go to x: -184 y: 115' block. The 'Stage' area on the right shows a maze with a bat sprite at the start position (-184, 114).

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.

The screenshot displays the Scratch editor interface for a project titled "Moon Maze". The browser address bar shows the URL scratch.mit.edu/projects/776241409/editor/. A red box highlights the "Share" button in the top navigation bar. The code area contains several scripts:

- when clicked:** go to x: -186 y: 114, show, switch backdrop to: backdrop2, and a forever loop containing:
 - if touching color: green? then switch backdrop to: backdrop1, hide
 - if touching: Bat? then go to x: -184 y: 115
- when right arrow key pressed:** change x by: 10, if touching color: black? then go to x: -184 y: 115
- when left arrow key pressed:** change x by: -10, if touching color: black? then go to x: -184 y: 115
- when up arrow key pressed:** change y by: 10, if touching color: black? then go to x: -184 y: 115
- when down arrow key pressed:** change y by: -10, if touching color: black? then go to x: -184 y: 115
- if touching: Bat? then:** go to x: -184 y: 115

The stage area shows a maze with a starting point and a goal point. The sprite area shows a "Sprite1" and a "Bat" object. The bottom status bar shows the system tray with the time 14:01 and date 23/12/2022.