



TGCh Cam wrth gam Scratch

How to Make a Maze in Scratch x Scratch - Imagine, Program, Share x Hwb x Email - S WILLIAMS (Ys) x +

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What's Happening?

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Scratch News

2022: A Scratch Year
2022 is coming to an end, and it's time to create a project to celebrate the year you would like to see the studio for more information.

Wiki Wednesday!
Check out the new Wiki Wednesday forum post, a news series highlighting the Scratch Wiki!

New Scratch Design Studio!
From blistering heat, to tornadoes, hail, or hurricanes, this Scratch Design Studio invites you to create a project around extreme weather!

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https://scratch.mit.edu/mystuff/

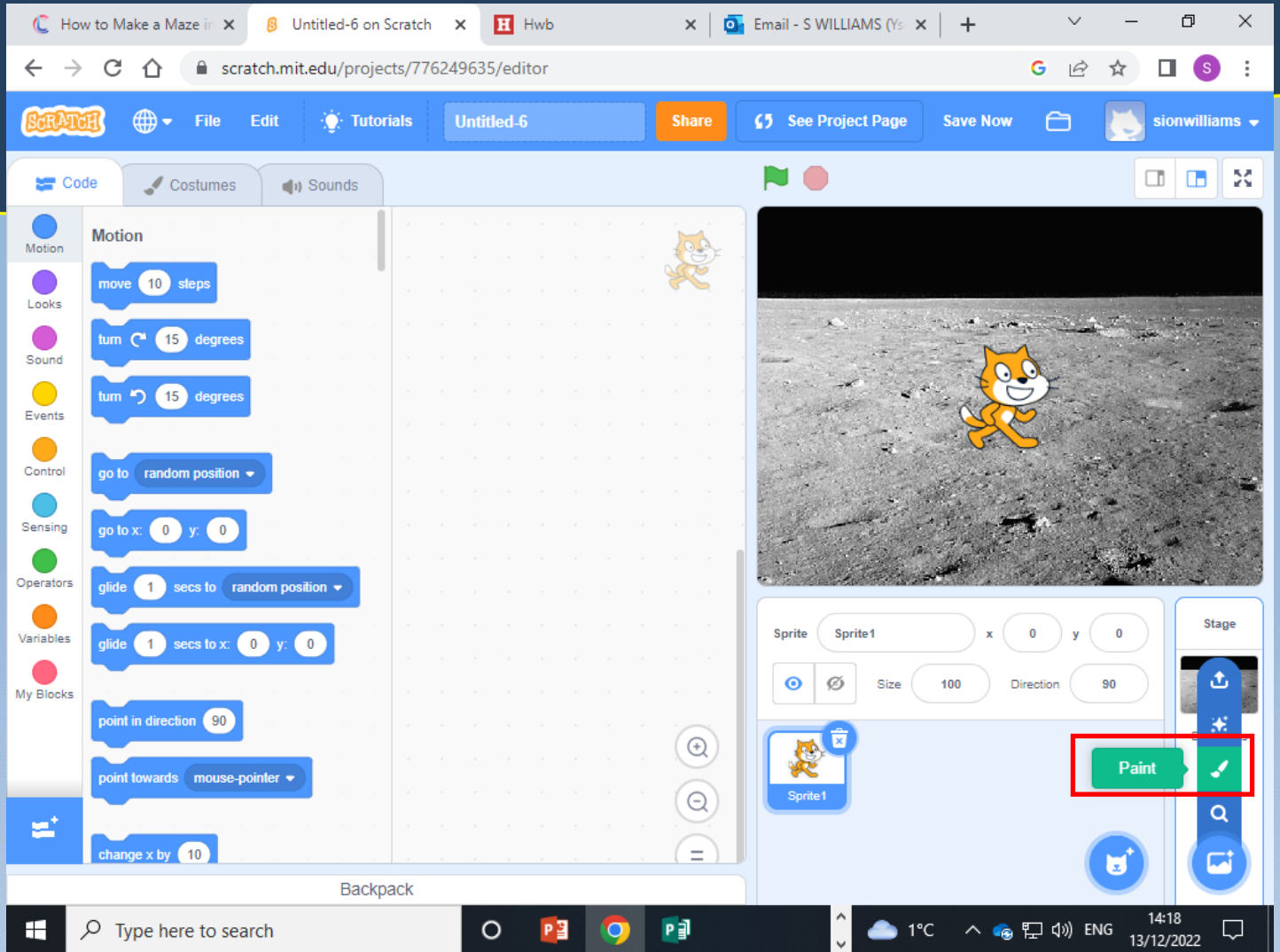
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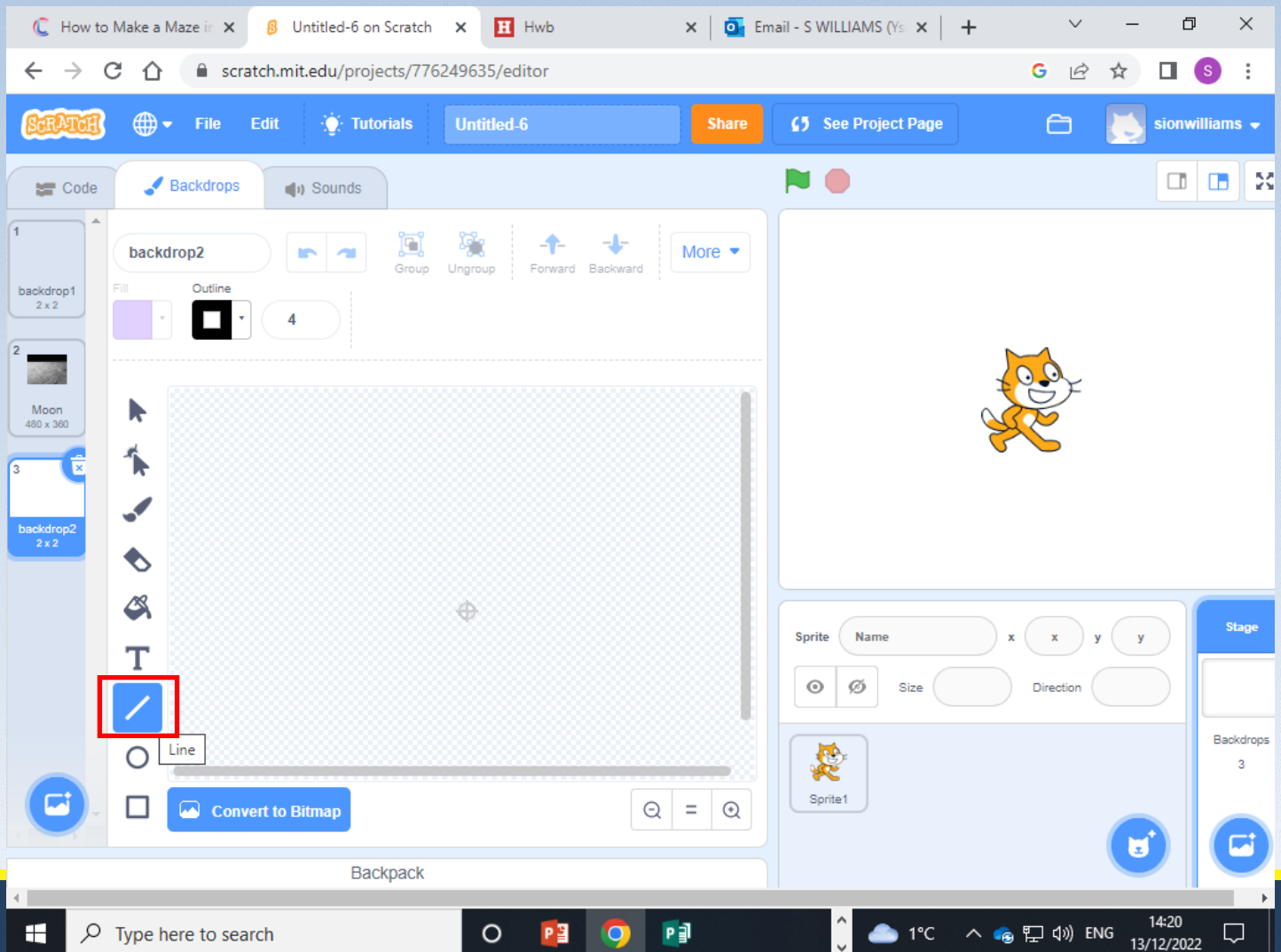
Scratch editor interface showing the Code tab. The Motion block palette on the left includes blocks like move, turn, go to, glide, point in direction, point towards, and change x by. The main workspace displays a cat sprite. The Stage area shows the sprite's properties (Sprite1, x: 0, y: 0, Size: 100, Direction: 90) and a "Choose a Backdrop" button highlighted with a red box. The bottom status bar shows the Windows taskbar with search, task view, and system icons.

Scratch editor interface showing the same project with a new backdrop. The Stage area now displays a grayscale image of a cat on a textured surface. The "Backdrops" panel on the right shows 2 backdrops. The bottom status bar shows the Windows taskbar with search, task view, and system icons.

Scratch editor interface showing the 'Code' tab. The 'Motion' category is selected in the left sidebar. The main workspace displays a Scratch cat sprite on a moon background. The 'Paint' button is highlighted with a red box in the bottom right corner of the workspace.



Scratch editor interface showing the 'Backdrops' tab. The 'backdrop2' backdrop is selected in the left sidebar. The main workspace displays a Scratch cat sprite on a white background. The 'Paint' button is highlighted with a red box in the bottom left corner of the workspace.



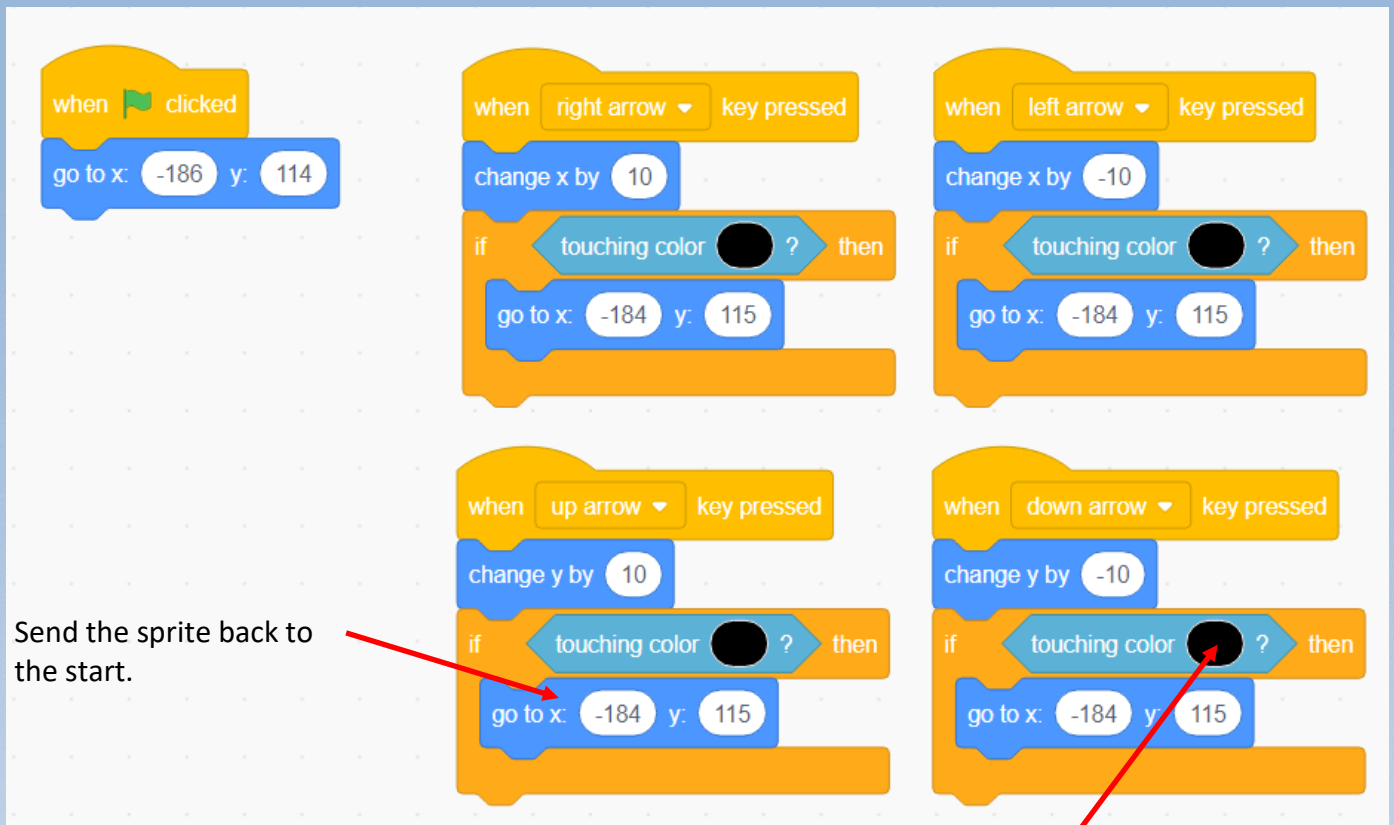
Scratch editor interface showing the "Moon Maze" project. The "Backdrops" tab is active, displaying a maze backdrop. The "Sprite" panel shows "Sprite1" (a cat) selected. The "Stage" panel shows the maze backdrop. The "Code" panel is visible on the left.

Scratch editor interface showing the "Moon Maze" project. The "Backdrops" tab is active, displaying a maze backdrop. The "Sprite" panel shows "Sprite1" (a cat) selected. The "Stage" panel shows the maze backdrop. The "Code" panel is visible on the left.

Scratch editor interface showing the "Moon Maze" project. The "Costumes" tab is active, displaying two costumes for the cat sprite. The "Sprite" panel shows "Sprite1" (a cat) selected. The "Stage" panel shows the maze backdrop. The "Code" panel is visible on the left.

Scratch editor interface showing the "Moon Maze" project. The "Costumes" tab is active, displaying two costumes for the cat sprite. The "Sprite" panel shows "Sprite1" (a cat) selected. The "Stage" panel shows the maze backdrop. The "Code" panel is visible on the left.

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.

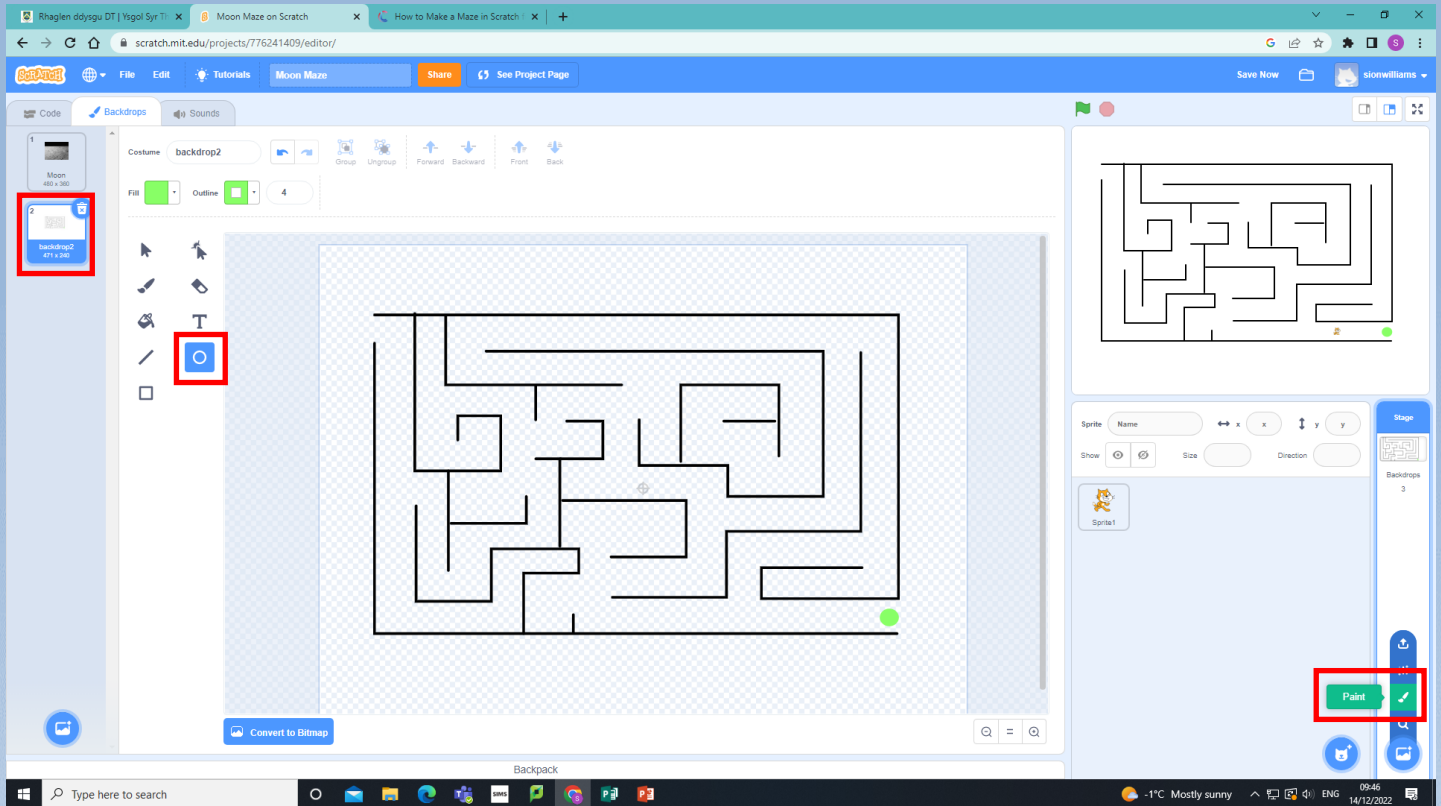


The image displays five Scratch code blocks arranged in two rows. The top row contains three blocks: a 'when green flag clicked' block followed by a 'go to x: -186 y: 114' block; a 'when right arrow key pressed' block followed by a 'change x by 10' block and an 'if touching color (black circle) then go to x: -184 y: 115' block; and a 'when left arrow key pressed' block followed by a 'change x by -10' block and an 'if touching color (black circle) then go to x: -184 y: 115' block. The bottom row contains two blocks: a 'when up arrow key pressed' block followed by a 'change y by 10' block and an 'if touching color (black circle) then go to x: -184 y: 115' block; and a 'when down arrow key pressed' block followed by a 'change y by -10' block and an 'if touching color (black circle) then 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.

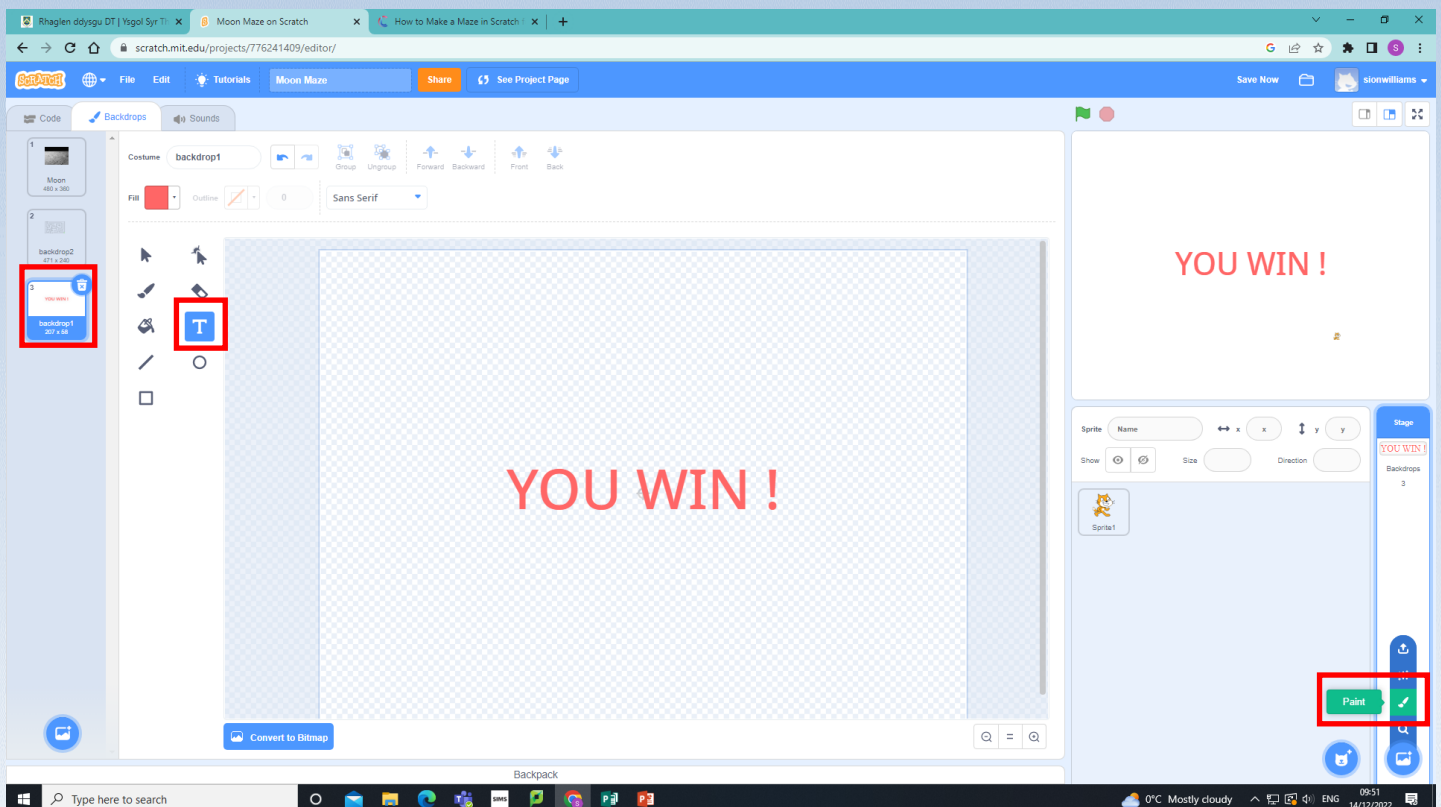
Send the sprite back to the start.

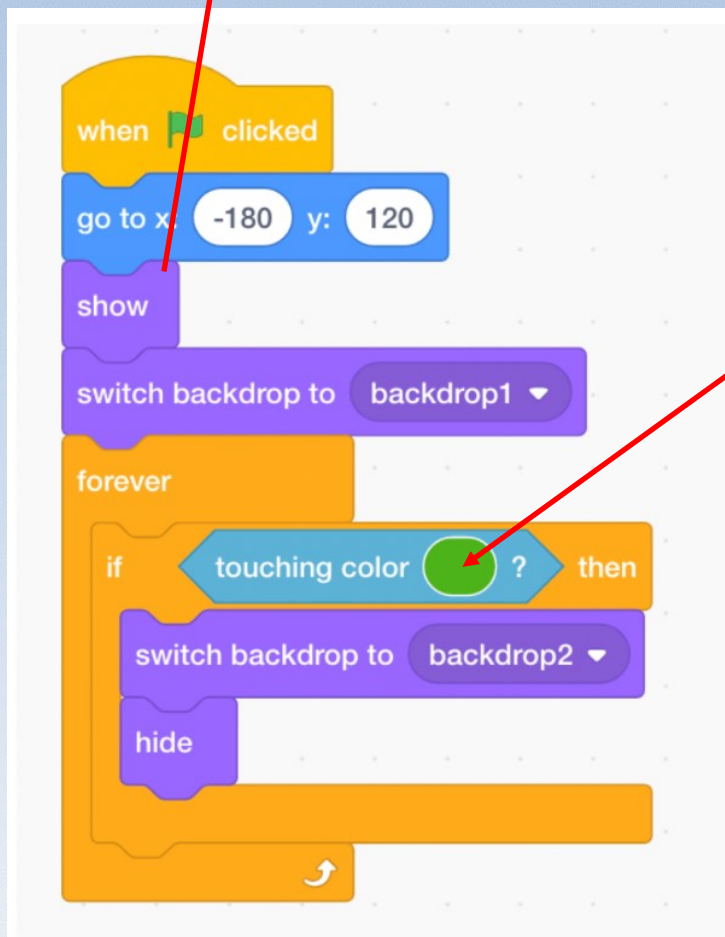
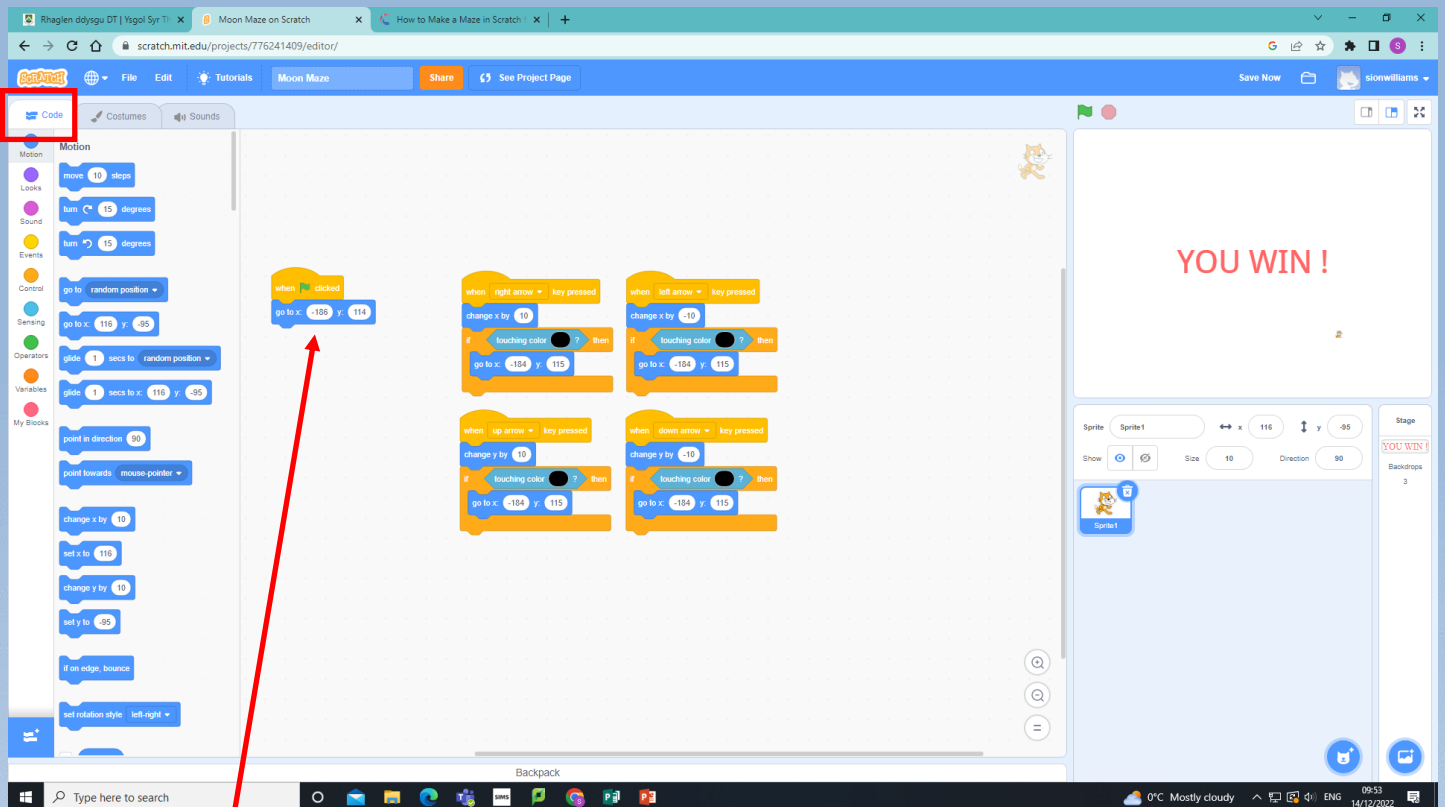
The rest of the coding is to move your sprite around the maze. The Touching colour code is to move your sprite back to the start if it touches the walls. Remember to choose the same colour as the walls of the maze!

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 wining message.





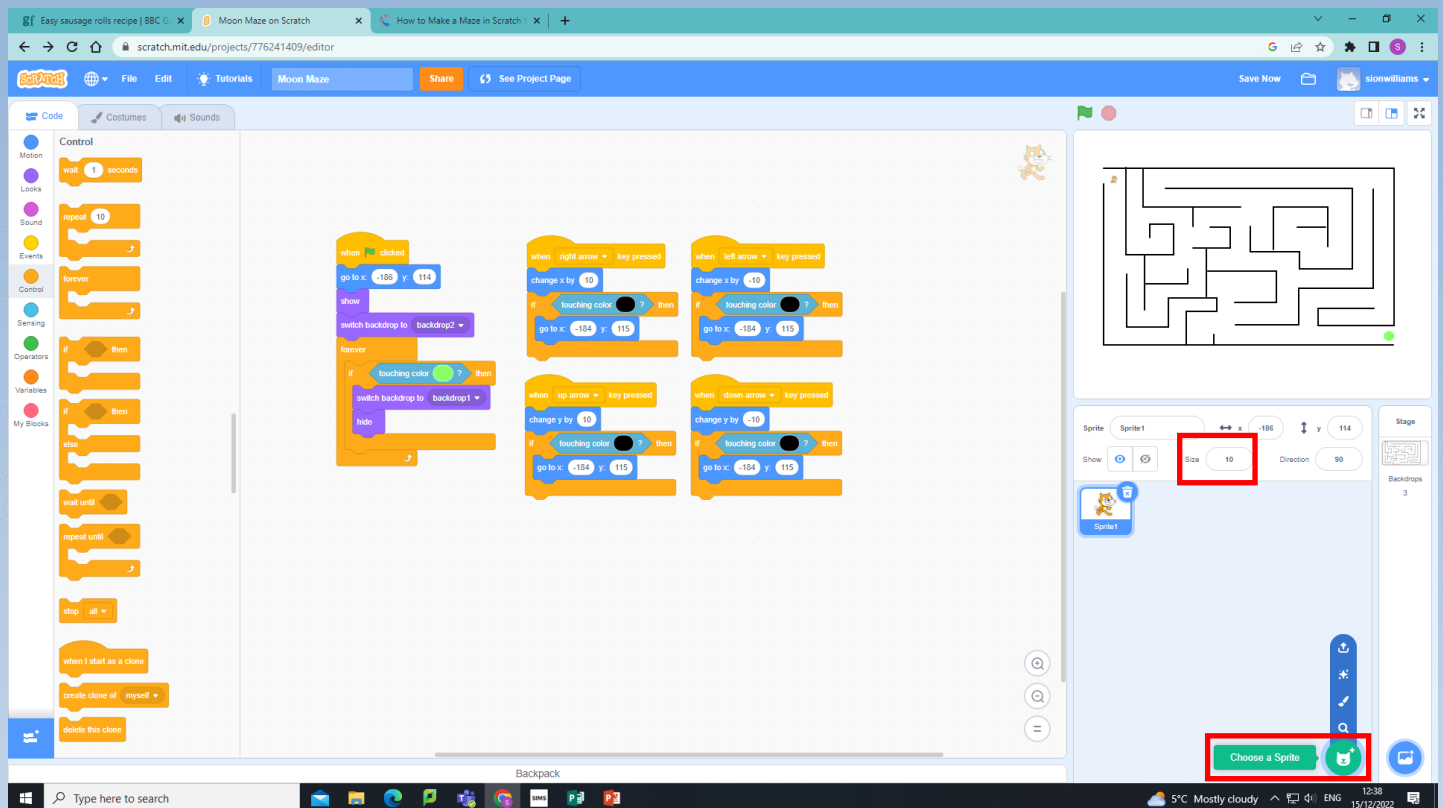
Add the coding on the left to the coding for the sprite as shown. This will make the wining message appear.

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 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.

if touching Bat then
go to x: -184 y: 115

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.

