# Maze Game

## Academy of Code
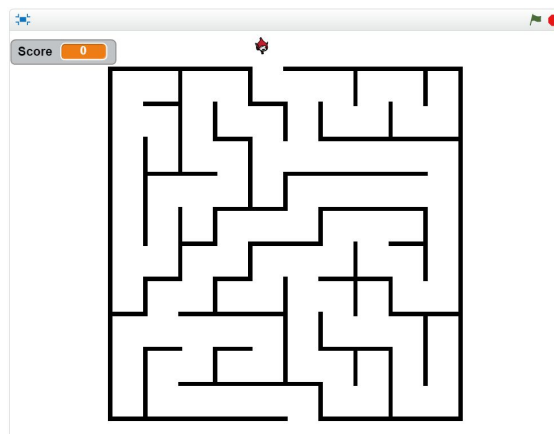


# Contents

# 1 Maze Game

To start off with you need to remix the Maze Game Starter Pack.
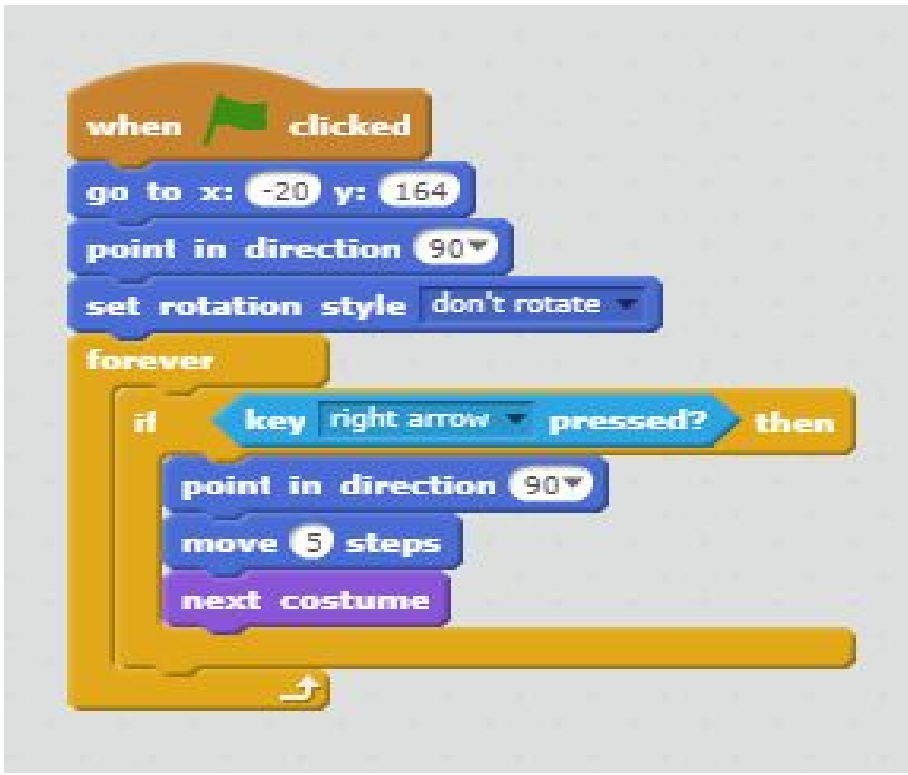
Follow the following link to the Maze Game Starter Pack:

[Maze Game Starter Pack](Maze Game Starter Pack)

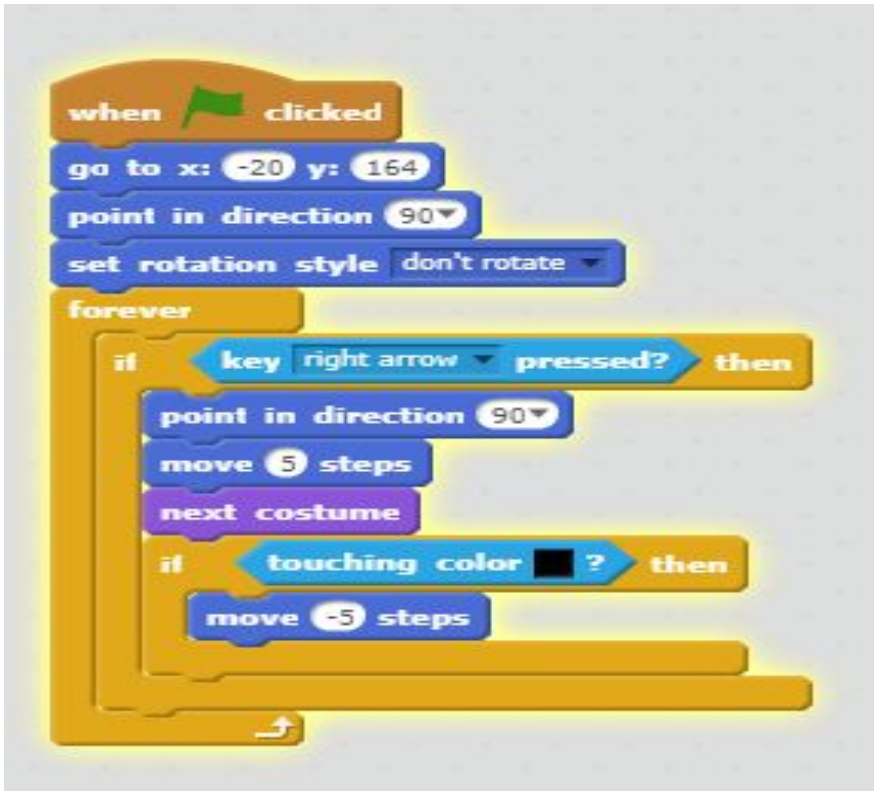Select the "See Inside" Button then the "Remix" Button.

## 1.1 Maze Movement

Create the following code on the Giga Sprite.

| Steps | Code |
|---|---|
| When Green Flag is clicked need to position Giga in the same place.<br><br>Then point in direction right (90 )<br><br>Then set rotation style to "Don't Rotate".<br><br>Example shown is for the right arrow key.<br><br>Now repeat this code for "Left Arrow", "Up Arrow", "Down Arrow"<br><br>Make sure you set "Point in direction" correctly each time. |  |
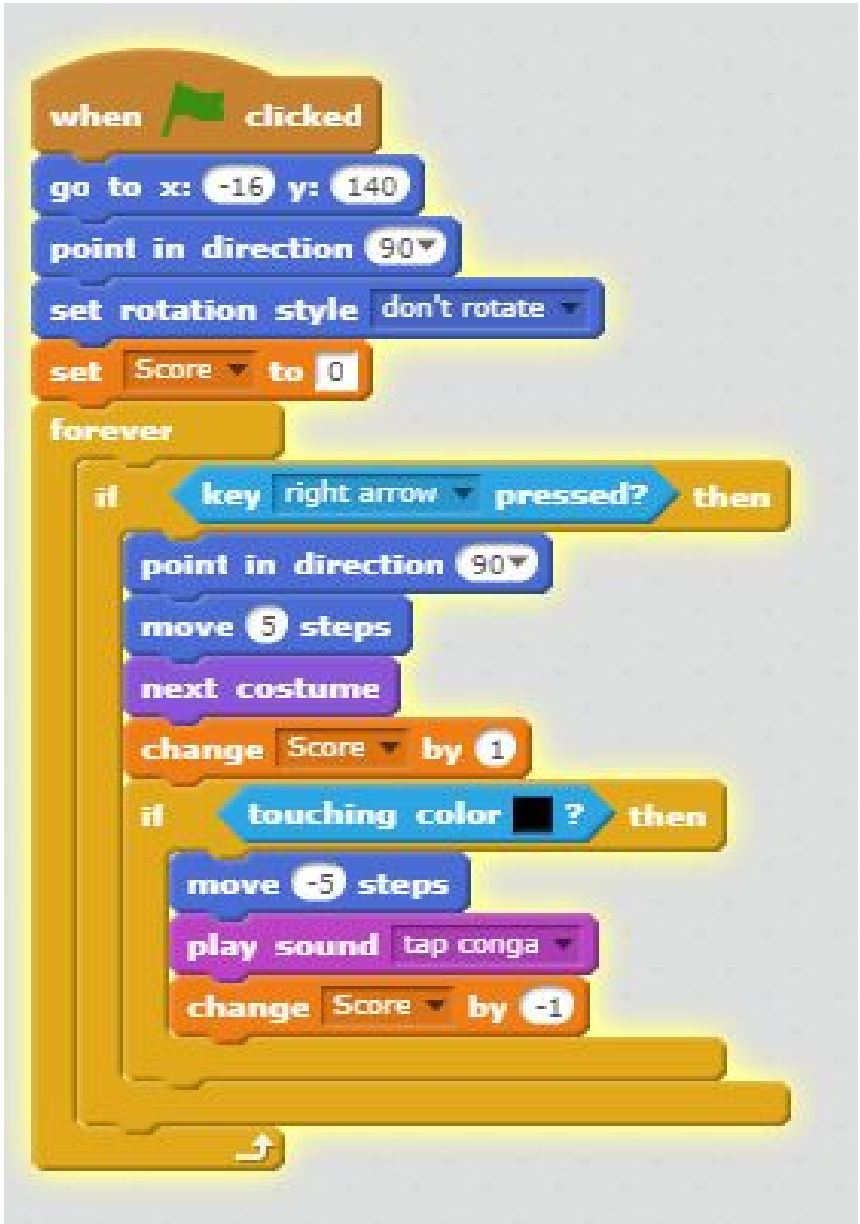
## 1.2 Creating the Maze Barrier

Create the following code on the Giga Sprite.

| Steps | Code |
|-------|------|
| Compare this block of code to the previous and note that we have added in a new block of code.<br><br>This block tests to see if our Giga sprite is touching any black lines, using the touching colour sensor and if this test is true, then we take back the previous steps.<br><br>This will stop Giga from crossing the black line.<br><br>Example shown is for the right arrow key.<br><br>Now repeat this code for "Left Arrow", "Up Arrow", "Down Arrow" |  |

## 1.3 Adding Sound & Scoring

Create the following code on the Giga Sprite.

| Steps | Code |
|-------|------|
| Compare this block of code to the previous and note that we have added in a new block of code.<br><br>We have added in a variable called Score and change this variable by "1" when Giga is not touching the black lines of the maze.<br><br>We change the Score by "-1" when Giga is touching the black lines of the maze.<br><br>We also add in a "tap conga" sound to alert the player that Giga is touching a maze wall!<br><br>Now repeat this code for "Left Arrow", "Up Arrow", "Down Arrow" |  |

# 2 Scratch Examples

[Maze Game Starter Pack](#)

[Maze Game: Step 1 - Movement](#)

[Maze Game: Step 2 - Creating the Maze Barrier](#)

[Maze Game: Step 3 - Add sound and scoring](#)