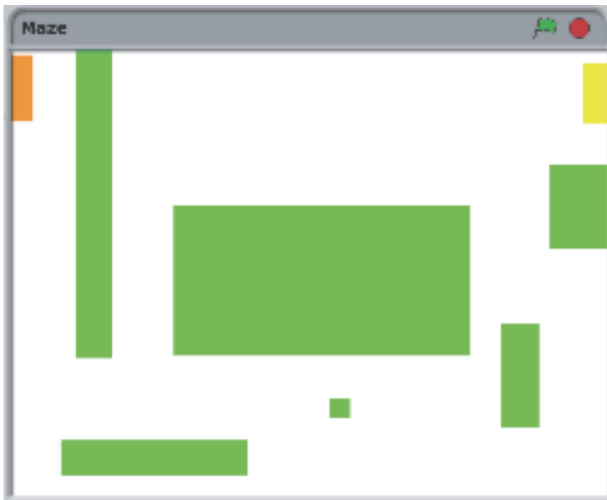


# MAZE



Create a game where you get a sprite from the start to the end of a maze without touching the walls.

7 scripts total



no scripts, draw a maze-like background with colored walls and a differently colored end marker

move the sprite around

```

when down arrow key pressed
  point in direction 180
  move 10 steps
  
```

```

when up arrow key pressed
  point in direction 0
  move 10 steps
  
```

```

when right arrow key pressed
  point in direction 90
  move 10 steps
  
```

```

when left arrow key pressed
  point in direction -90
  move 10 steps
  
```

have the sprite bounce off the green walls

```

when green flag clicked
  go to x: -249 y: 149
  
```

```

when green flag clicked
  forever if touching color green ?
    turn 180 degrees
    move 10 steps
  
```

```

when green flag clicked
  wait until touching color yellow ?
  say You win! for 2 secs
  
```

players wins when sprite reaches the yellow end marker

# GAMES

Here are some blocks that can be useful in games.

## TOUCHING

See if two sprites are touching or if a sprite is touching a color



## VISIBILITY

Make a sprite appear or disappear



## RANDOM

Get a computer-generated number from within a specified range



## TIMING

Have the computer keep track of time for you



## STRINGS

Test, access, and change words and sentences



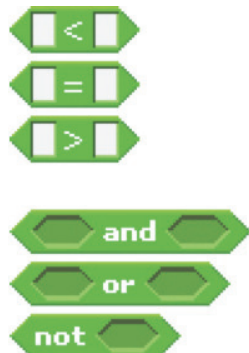
## VARIABLES

Store a number or string in a container to access later



## COMPARE

Compare values to help make decisions within your game



## KEY PRESS

Make a sprite respond when different keys are pressed

