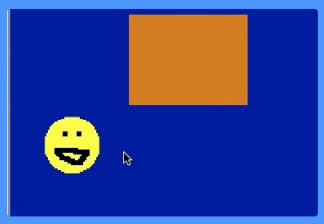
Maze 1

Make a maze game

Move

Move with the mouse



When?

Should it follow it all the time? How will we do that?

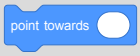
When?



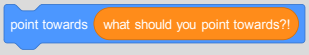
How?

Think about direction

How?



How?



How?

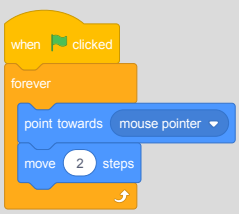
You point to where you want to go and then you...

How?

How fast should it go?



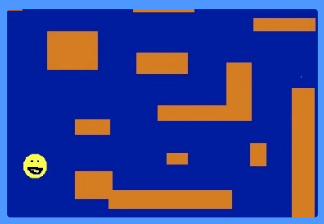
An example



No clues left! Ask a friend?

Walls

Stop at the walls



When?



When what?



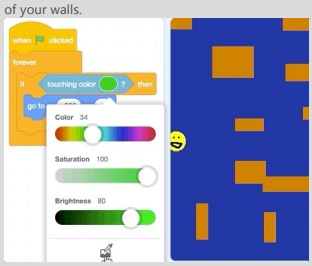
When what?

What color are your walls?



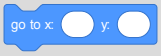
Picking the right color

Make sure the color is an exact match to the color of your walls.

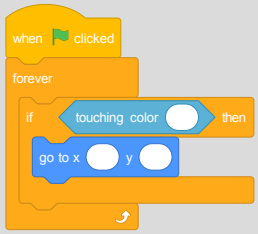


Where is the start of your maze?

Drag your sprite there and then find this block. Scratch will update the coordinates for you!



An example



No clues left! Ask a friend?

Glitch

Glitch!





Why is it glitchy?



Why is it glitchy?

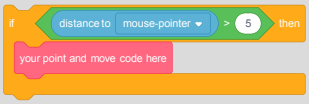


Can we fix it

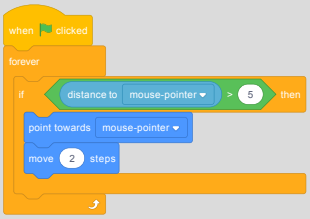
Only move if the distance to the mouse pointer is greater than?

An example

Add this to the code you wrote before:



A full example



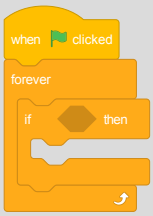
No clues left! Ask a friend?

Win

You win!



When?



When?



Yay!



Peek at code





No clues left! Ask a friend?

Share!

Code Reference

There are many ways to create this project, but here is one way.

Printable PDF

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