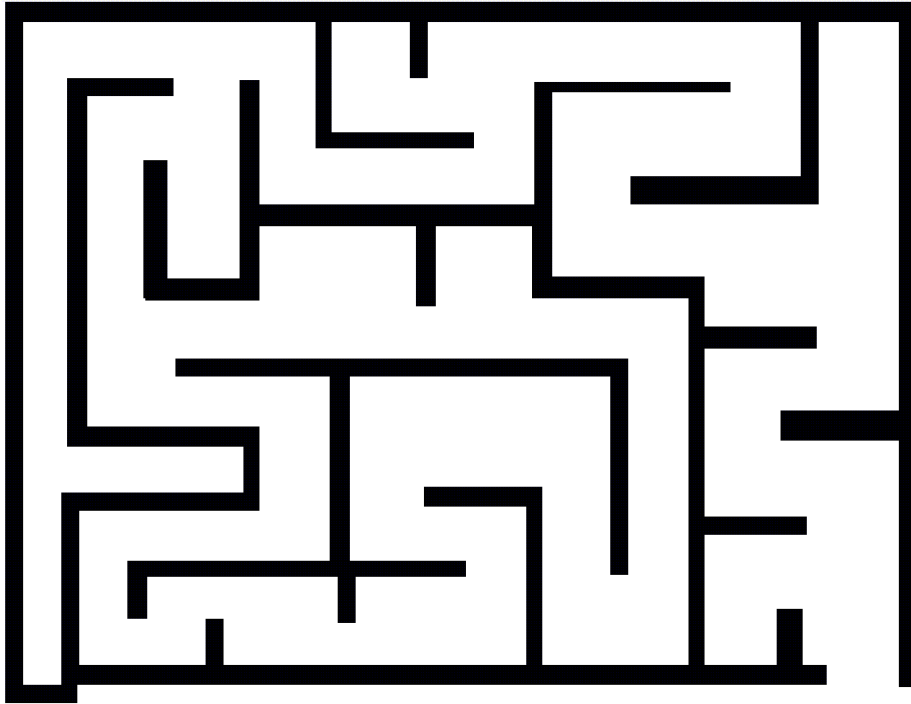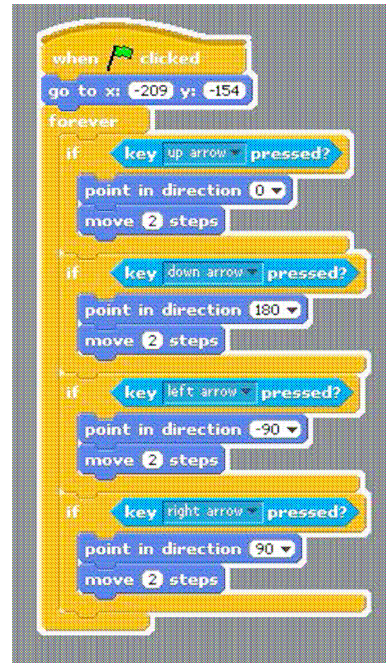# Scratch Activity – Maze Game

1. Create a new sprite called **Maze**. Create it in whatever color you want and make it as hard or easy as you want. Here is an example:
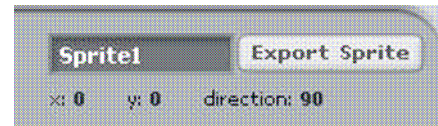

2. Create this Sprite .

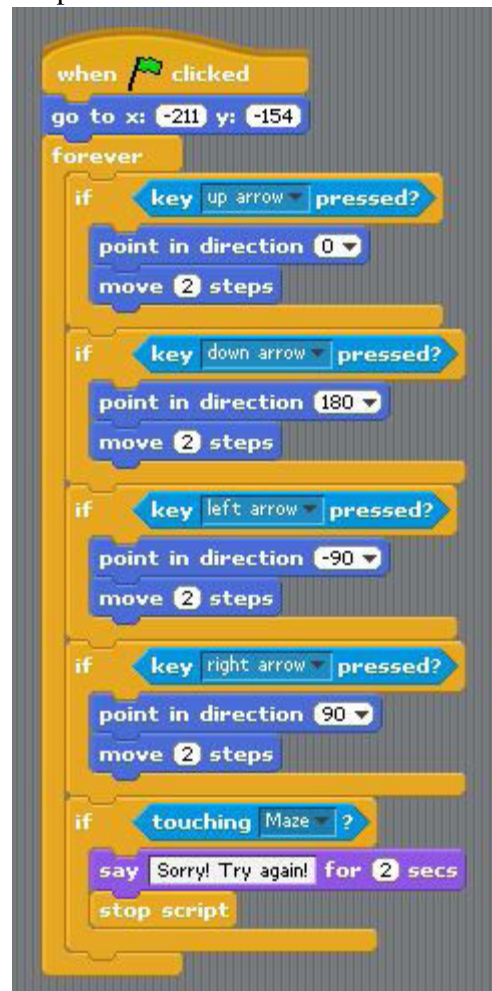3. Here is a script that allows you to control the Sprite

4. When you place the Sprite on your screen, look at the top of the screen, which will give you the x and y coordinates of the Sprite at the beginning of the script. Set your script to this value.

5. The problem at the moment is that you can walk through walls. You need to stop when the Maze Sprite and the Dot Sprite touch.

6. In the script below, the game will end when you touch an edge. This means it will also be a game of skill to avoid touching the edges. Modify the script as shown below.
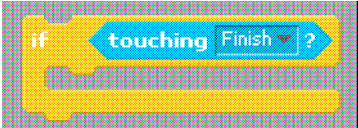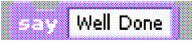
7. Change the script to leave a trail as it moves around the maze **clear / pen down**

8. Create a small rectangular Sprite called **Finish** **Finish** and place it at the end of the maze. Inside the **forever** add **if touching Finish ?** to the script so that it gives you **say Well Done** when you complete the maze successfully (when the Dot Sprite touches the Finish Sprite).

9. Add sounds when it hits the maze and when it finishes

10. Add a timer and show the time it took to complete the maze once it is successfully completed. Use **reset timer** at beginning and **say timer** at finish. Play some winning music.

11. Create you own maze for your friends to try.