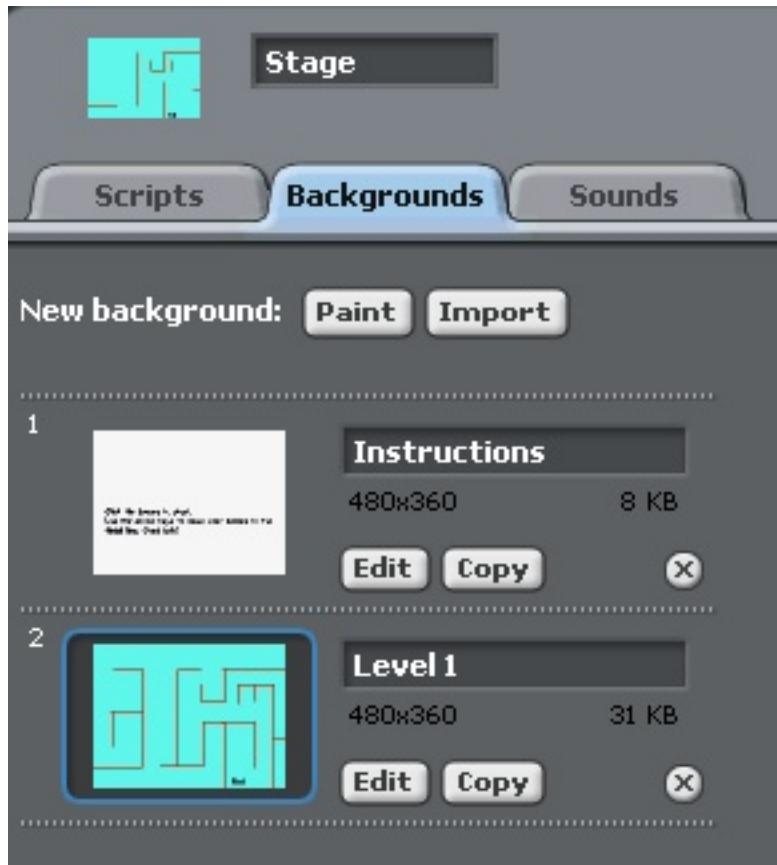


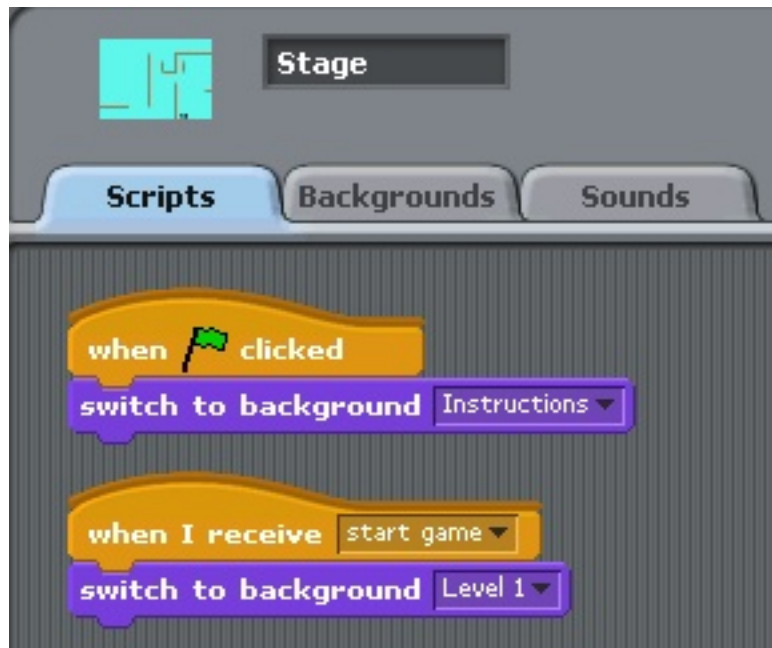
Making a Maze Game in Scratch

This lesson shows how to make a maze game in Scratch.

On the Stage, I created an Instructions page and Level 1.



When the player clicks the green flag, the Instructions page comes up.



I used the broadcast function to start the game. You will see in the next step where "start game" comes from.

When the banana is clicked, it broadcasts a message called "Start Game"



Remember that when "Start Game" is broadcasted, it switches the background from the Instructions to Level 1.

This makes the banana move around the maze.

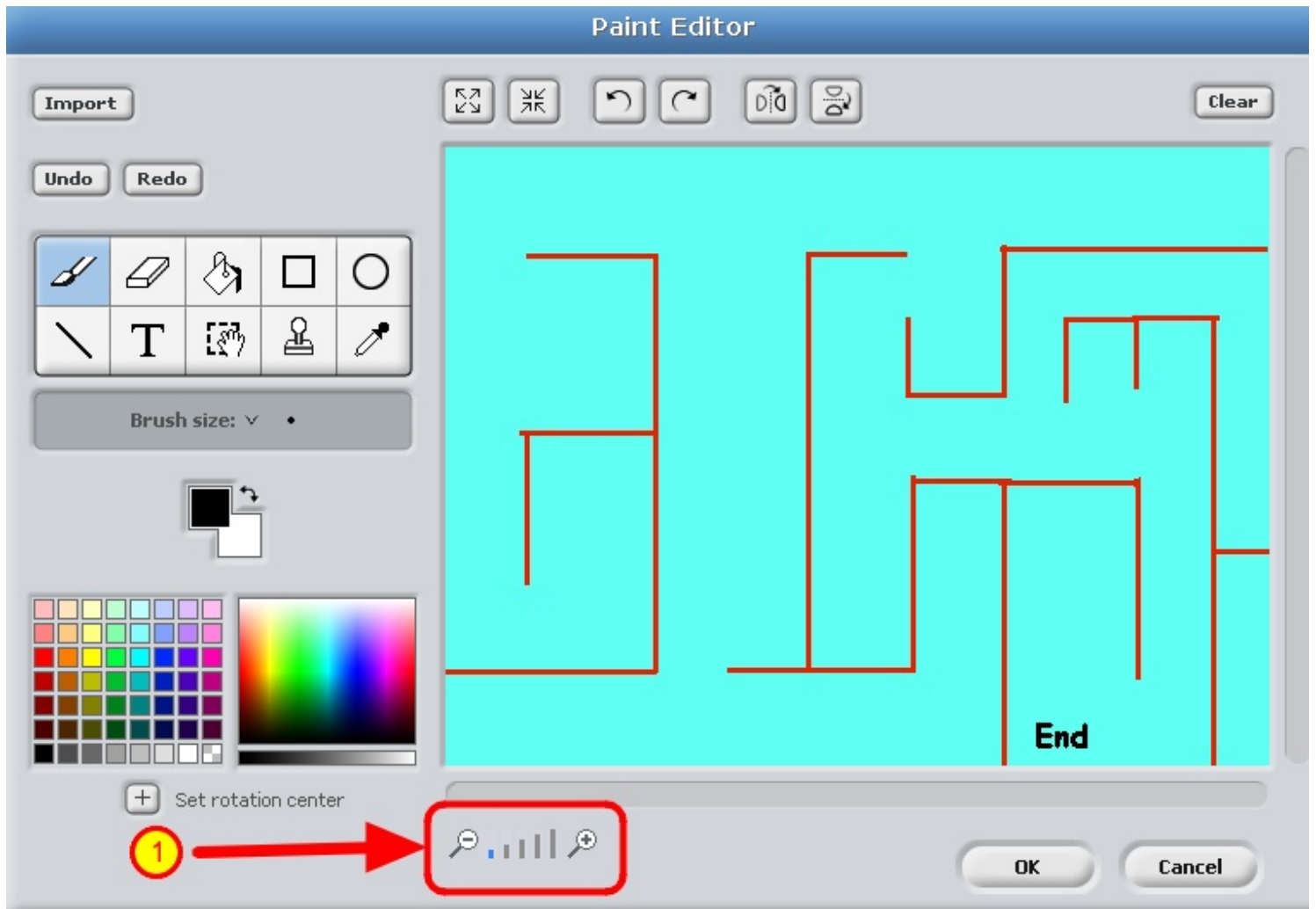


If it is touching a wall, it goes backwards which makes it look like it has bounced off the wall.



This script puts the banana on the top left of the screen at the beginning. If it is touching black (which is "End" then it goes back to the beginning and broadcasts "next level"

Now, you need to make a new level.



Go to the stage and make a new level. It might be a good idea to just copy Level 1 and then change it. Make sure that the walls are the same color. You can use straight lines or wavy. If you want them to be vertical or horizontal, hold down the SHIFT key when drawing the line. Make sure that you have zoomed out all the way when drawing the background (see 1).

Add the script to change the level.

