

# Scratch Maze Games

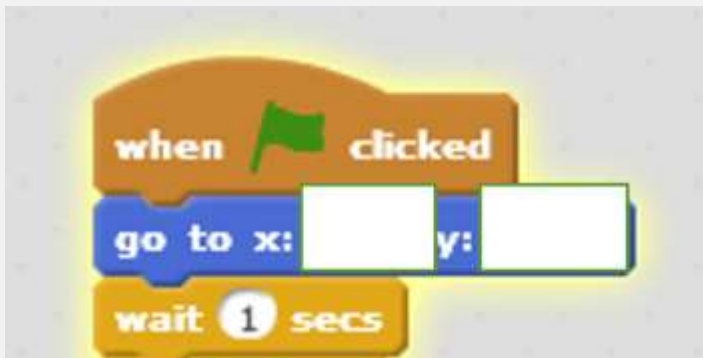


1. Import a Maze background Or  
Draw a new one – (the walls must all be the same colour)

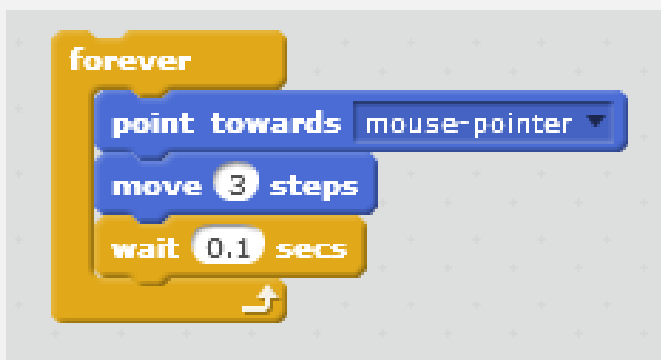
2. Set the Sprite to start at the beginning of maze.
- Hover the mouse over the start of the maze
  - Write down the coordinates of the start of the maze

X =  y =

- Add the following code to move the Sprite to the start of the maze when the Green Flag is clicked  
(make sure to put your coordinates in the 'Go To' box)



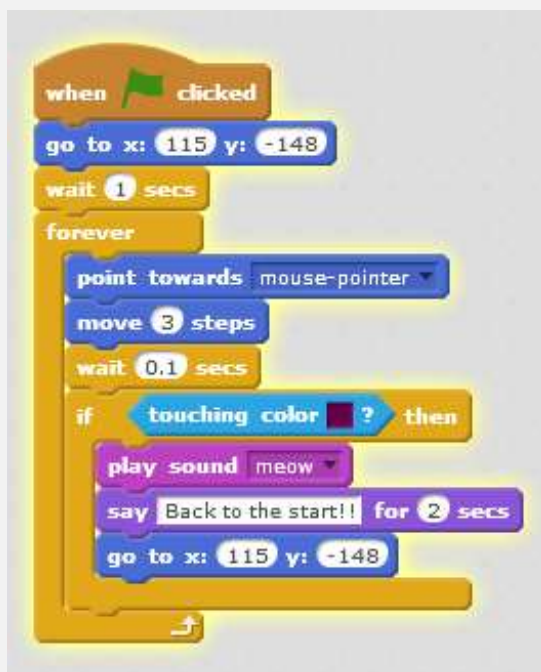
3. Set the Sprite to follow the mouse
- Add the following code, **underneath the existing Scripts**



4. Set an event if the Sprite hits the wall
- Add Scripts to make the Sprite go back to the Start
  - And play a sound and display a message



Your completed code should look something like this



## Extensions

Can you control the Sprite also using keyboard?

Can you use a Loop and another costume to make it appear as if your Sprite is walking through the maze?