

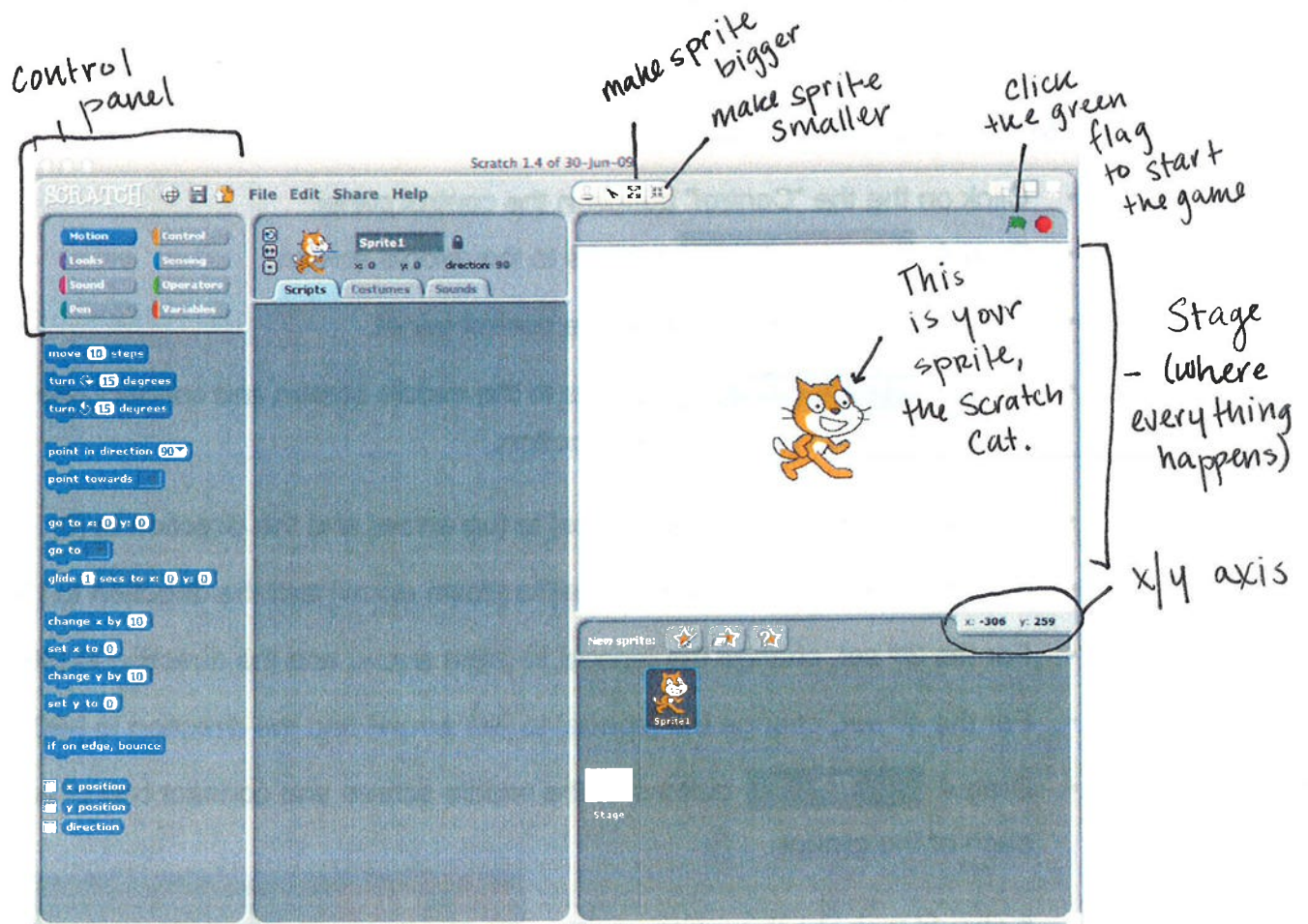
SCRATCH MAZE INSTRUCTIONS

by Joshua Mastarrerro & Meaghan Polanco

(edited by Cydney Gray)


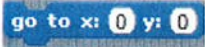
Step 1: This is Scratch.

- Find the cat face on the left side of the home screen and click on it. The name of the program is Scratch.
- This is what you should see when the program opens:






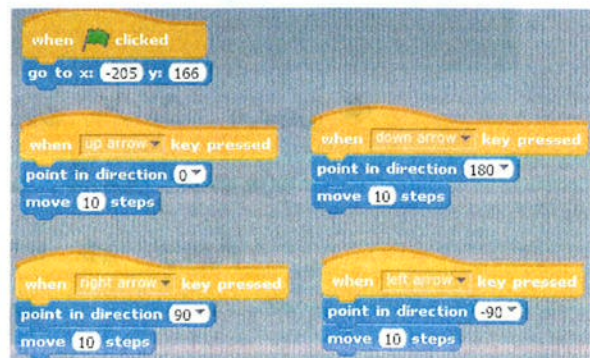
* Don't click on anything you don't know and we'll walk you through how to make your very own maze game :) *

Step 2: Make the cat (sprite) start at the top left corner of the stage.



- Go to the panel in the top left screen and click the “Control” button. **Make sure the sprite is selected, NOT the stage.**
- Drag the  button to the big screen in the middle.
- Click the  on the “Motion” button in the control panel.
- Drag the button to the middle screen and connect it to the “when [flag] clicked” button.
- Change x to “-205”. Change y to “166”

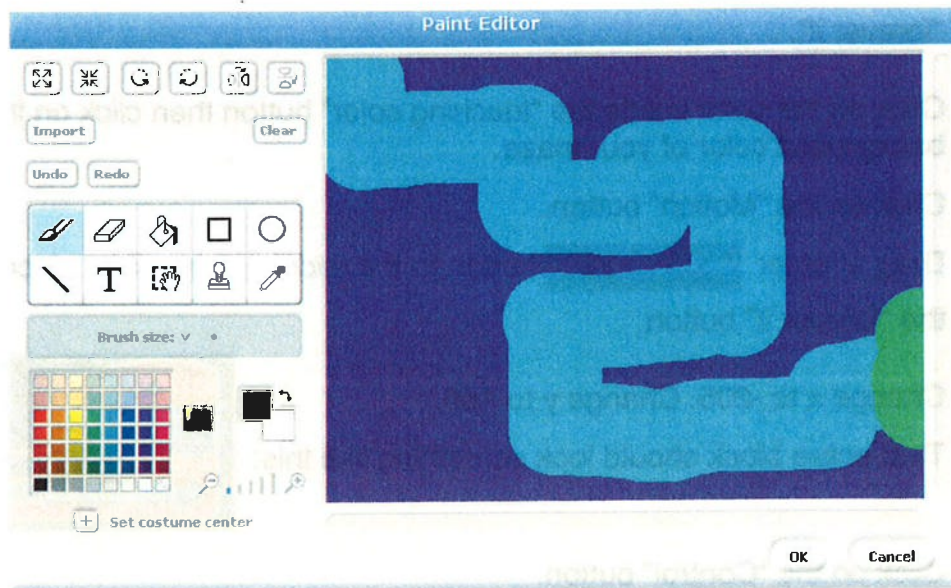
Step 3: Make the controls for the cat.

- Click on the the “Control” button in the control panel.
- Drag 4  buttons to the middle screen
- Click on the “Motion” button in the control panel.
- Drag 4  buttons to the middle screen and connect one of each to a “when [space] clicked button.
- For the 1st set, change the [space] to [up arrow] and the direction to [0]
- For the 2nd set, change the [space] to [down arrow] and the direction to [180]
- For the 3rd set, change the [space] to [right arrow] and the direction to [90]
- For the 4th set, change the [space] to [left arrow] and the direction to [-90]
- Drag 4  buttons to the middle screen and connect one of each to each of the groups.
- It should look like this when you’re finished:





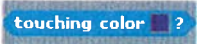

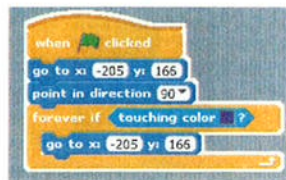


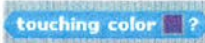
Step 4: Make the maze for the cat.

- Click on “Stage” in the bottom right screen.
- Click the “Backgrounds” tab in the middle screen.
- Click the “Edit” button.
- Select the paint bucket tool.  Choose the color you want for your background and click on the editing space.
- Select the paintbrush tool.  Choose the biggest brush size and a different color. Draw the path for your cat.
- Choose a 3rd color and draw a space at the end of the path.
- Your maze should look something like this:

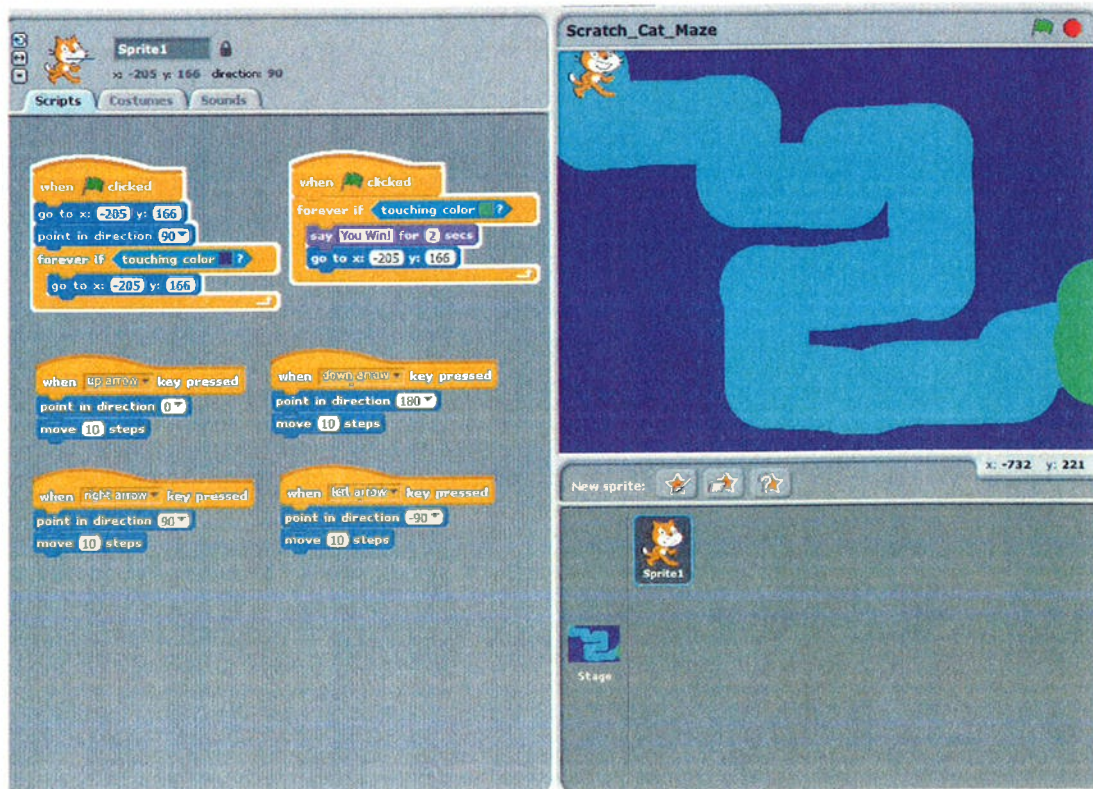


- If you're happy with your maze, click the “OK” button to return to the programming screen.

Step 5: Program the rules for the maze game. (Make the cat got through the maze)

- Click on “Sprite1” in the bottom right screen.
- Click on the “Scripts” tab in the middle screen.
- Go to the control panel and click on the “Motion” button.
- Drag 1  to the middle screen and connect it to the “go to x: [-205] y:[166]” button.
- Click on the “Control” button.
- Drag 1  to the middle screen and connect it to the “point in direction [90]” button.
- Click on the “Sensing” button.
- Drag 1  to the middle screen and place it in the space next to “forever if”.
- Click on the color inside the “touching color” button then click on the background color of your maze.
- Click on the “Motion” button.
- Drag another  button to the middle screen and place it inside of the “forever if” button.
- Change x to -205. Change y to 166.
- That entire block should look something like this:
- Click on the “Control” button.
- Drag another  onto the middle screen.
- Drag another  to the middle screen and connect it to the “when [flag] clicked” button.
- Click on the “Sensing” button, drag another  button to the middle screen, and place it in the space next to “forever if”.

- Click on the color inside the “touching color” button then click on the 3rd color at the end of your maze.
- Click on the “Looks” button in the control panel
- Drag a `say Hello! for 2 secs` button onto the middle screen and change the message to “You Win!”
- Drag another `go to x: 0 y: 0` button to the middle screen and connect it to the “say [You Win!] for 2 secs” button.
- Change x to -205. Change y to 166.
- Place both buttons inside of the “forever if” button.
- Your screen should look something like this when you’re done:



- Click on the green flag in the top part of the right screen, test out your game, and (most importantly) **HAVE FUN!!** :)

