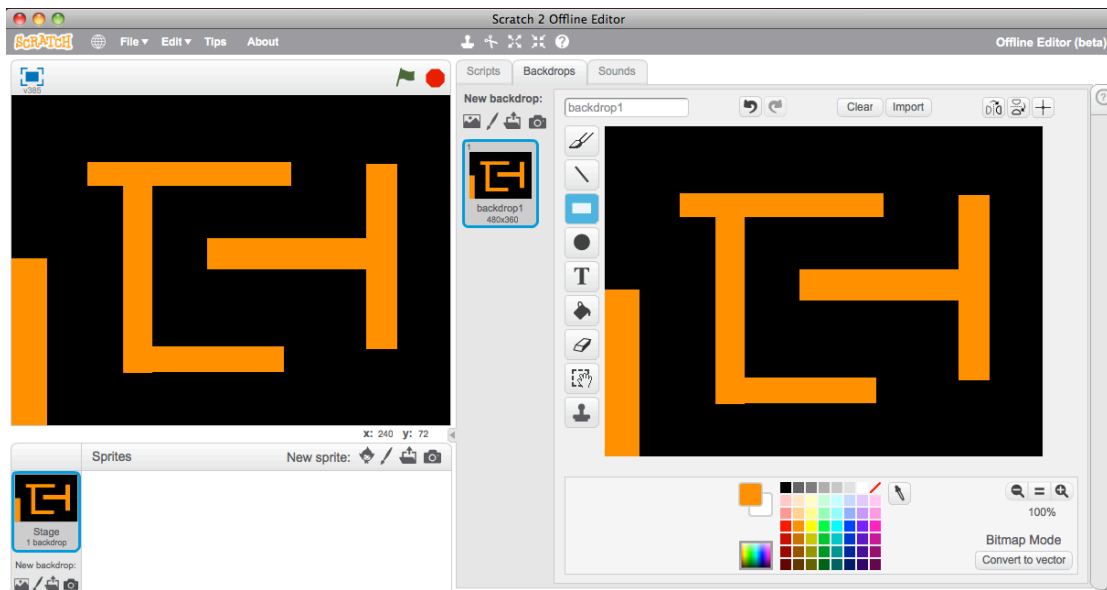# Magic Maze Game

This game can turn into something like pacman, or something totally different. Follow steps 1 to 7 carefully and then take it from there! Have fun!
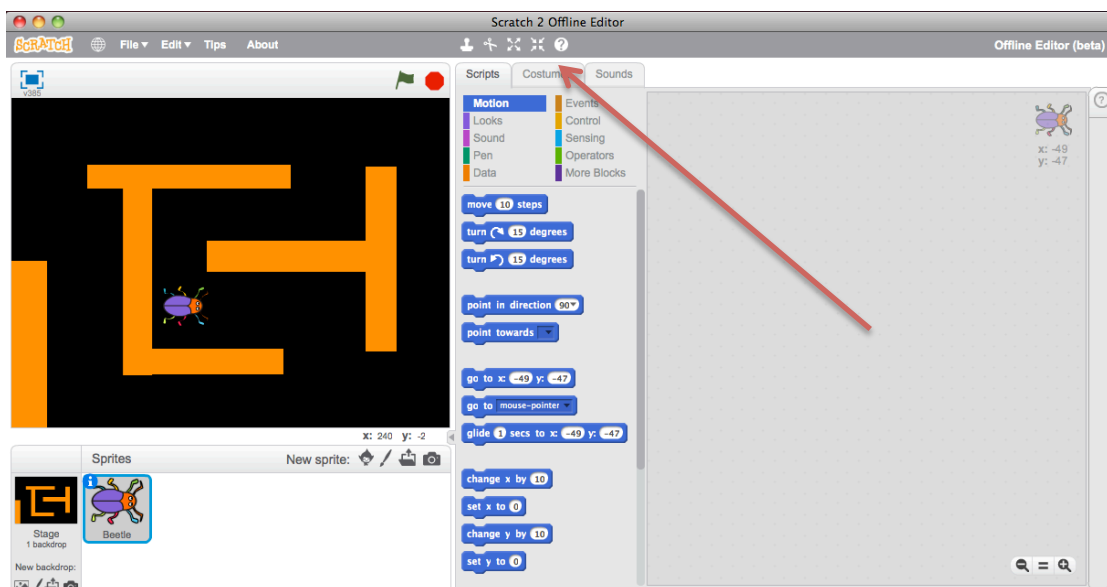
1. Create a maze

Use only two colors: One for the walls and one for the floor. Use the rectangle tool to quickly draw the walls. Do not make the maze too complicated. Keep the hallways relatively wide.
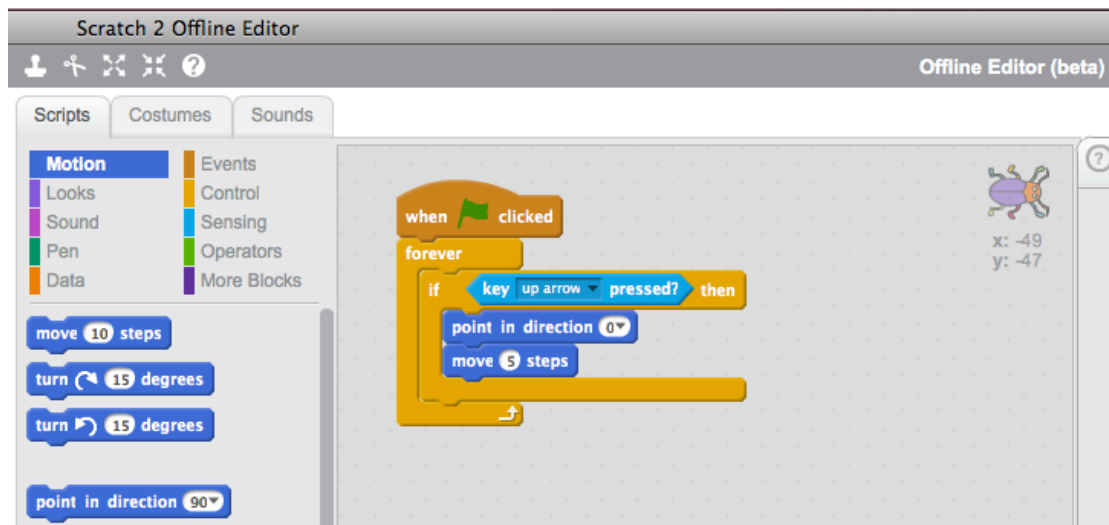

2. Create a player character

Resize so it fits through the hallways.

3. Control the player character with the arrow keys

Use the script below. Copy it 4 times and adjust for each arrow key. Right click on a script to 'duplicate'.
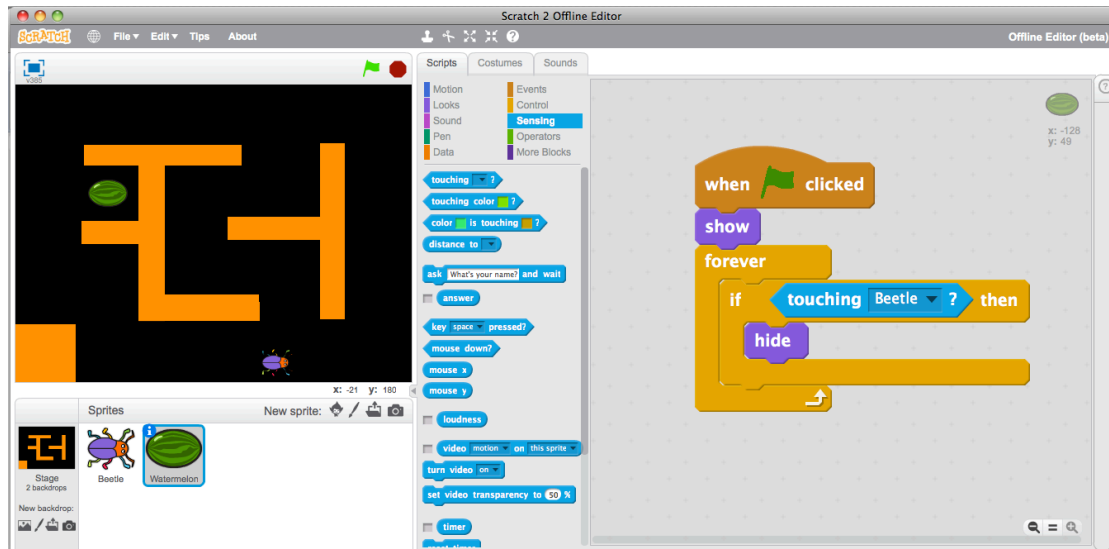

4. Prevent the player character from going through walls

Add the if-statement below in the correct location as indicated.
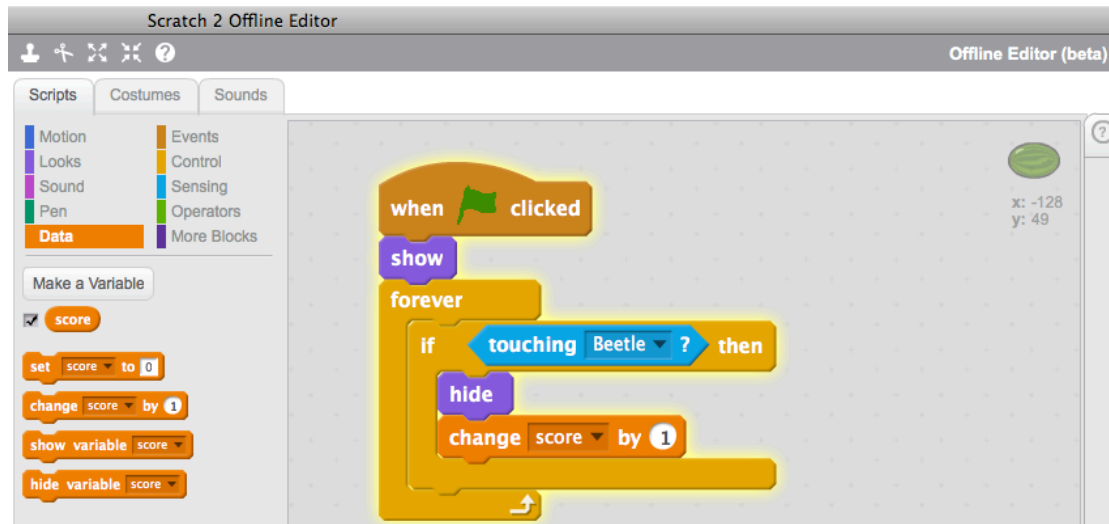
5. Add a prize

Add a new sprite that disappears when you playing character touches it. Place this first prize sprite somewhere in a hallway.
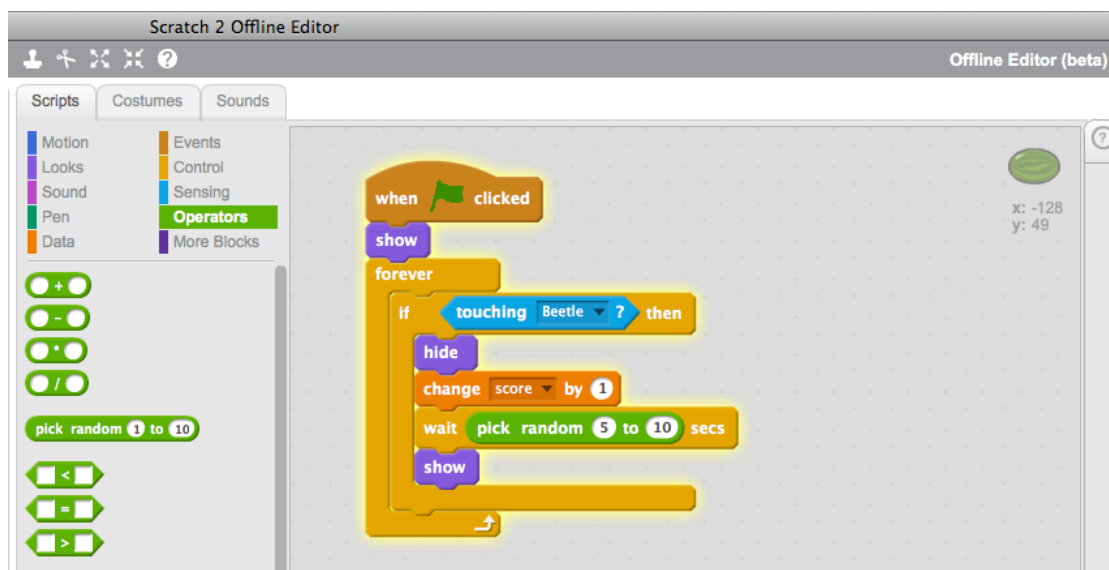

6. Make the score go up when a prize is taken

First create a variable name 'score'. The value of this variable will be the score. It allows your program to 'remember' the score.
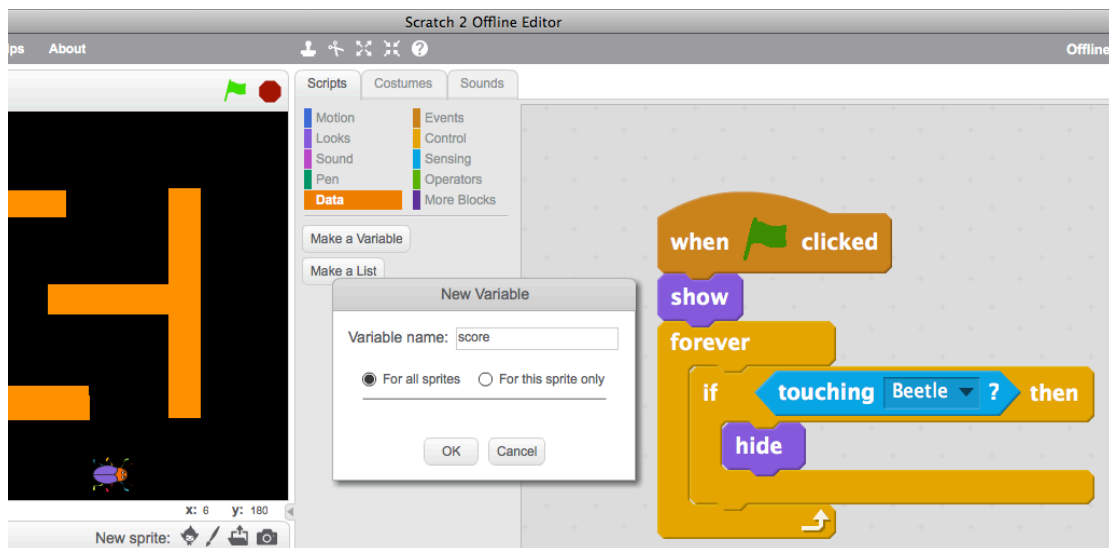
6. Make the prize (re)appear at random moments

The prize sprite is to show and hide at random intervals. How long these intervals should be is up to you.

7. Complete the gameplay

7a. Introduce other sprites as prizes

You can duplicate your first prize and perhaps change what it looks like, how many points it is worth and the duration of the show-hide interval.

7b. Prevent the prizes from all showing up when the game starts

Another wait block is needed for this … with perhaps some randomness?

7c. Reset the score when green flag is clicked

Add the script on the right to the **stage**. We use the stage to add scripts that do not really belong to a specific sprite.
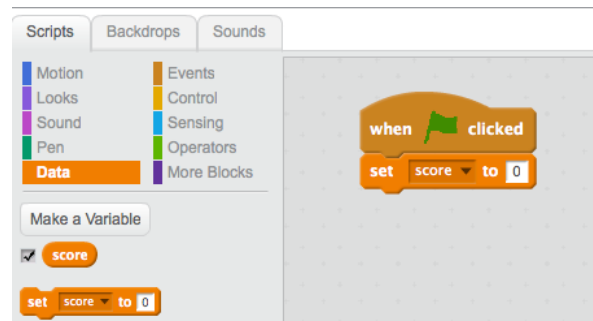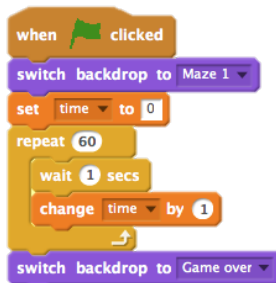

8. Extensions

8a. Create walls that magically appear and disappear

Such walls would be sprites! Use the script on the right as inspiration for a 'magic wall' sprite.

8b. Add teleportation

There could be tunnels which move the player to a new maze background, or ports that teleport the player to another location on the maze, or …

8c. Create a time limit in which a certain score must be reached

Start by creating a script like the one on the left on your stage. Study the script carefully to figure out what you need to do in order to make it work. Then adjust it to your needs.

8d. Add multiple levels

There could be different levels with the background changing after a certain amount of time has past, or the time limit to get to a certain score could be made shorted, or both …

8e. Change the theme of your game

Make your maze and underwater world with 'walls' made out of sea weed, or a desert with ancient walls and scorpions, or …