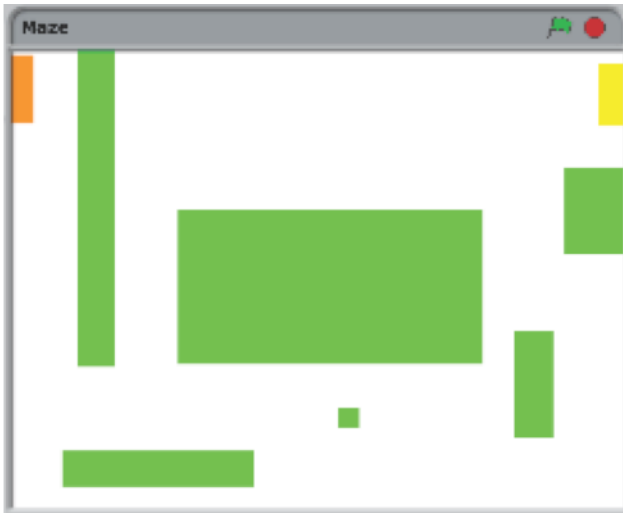


# MAZE



Create a game where you get a sprite from the start to the end of a maze without touching the walls.

7 scripts total



no scripts, draw a maze-like background with colored walls and a differently colored end marker

move the sprite around

```
when down arrow key pressed
  point in direction 180
  move 10 steps
```

```
when up arrow key pressed
  point in direction 0
  move 10 steps
```

```
when right arrow key pressed
  point in direction 90
  move 10 steps
```

```
when left arrow key pressed
  point in direction -90
  move 10 steps
```

have the sprite bounce off the green walls

```
when green flag clicked
  go to x: -249 y: 149
```

```
when green flag clicked
  forever if touching color green?
    turn 180 degrees
    move 10 steps
```

```
when green flag clicked
  wait until touching color yellow?
  say You win! for 2 secs
```

players wins when sprite reaches the yellow end marker