



# Scratch Project: A-Maze-ing!

Completed Code: <https://scratch.mit.edu/projects/919266351/editor/>

Base Code: <https://scratch.mit.edu/projects/919285218/editor>

Cat

Click on and place

Click on and place

Click on and place and

Click on and place

Click on and select the tool

Click on one of the **Red Walls** in the game screen

Click on and place

Change to

You may change the layout of the maze by clicking on the right

Select on the top to paint new mazes!



Cat when up arrow key pressed

Click on Events and place when up arrow key pressed	
Click on Motion and place point in direction 90 and move 10 steps	when up arrow key pressed point in direction 0 move 10 steps
Change point in direction 90 to point in direction 0	

Cat when right arrow key pressed

Click on Events and place when left arrow key pressed	
Click on Motion and place point in direction 90 and move 10 steps	when right arrow key pressed point in direction 90 move 10 steps

Cat when left arrow key pressed

Click on Events and place when left arrow key pressed	
Click on Motion and place point in direction 90 and move 10 steps	when left arrow key pressed point in direction -90 move 10 steps
Change point in direction 90 to point in direction -90	



**Cat** when down arrow key pressed

Click on **Events** and place when down arrow key pressed

Click on **Motion** and place point in direction 90 and move 10 steps

Change point in direction 90 to point in direction 180

**Cat** when I receive Reset

Click on **Events** and place when I receive Reset

Click on **Motion** and place go to x: -200 y: 140

**Green Fl...** when clicked

Click on **Events** and place when clicked

Click on **Control** and place forever and if then

Click on **Sensing** and place touching Cat ?





Click on **Sound** and place **play sound Win until done**

Click on **Looks** and place **next backdrop**

Click on **Events** and place **broadcast Reset**



You may improve the movement in  with the following code  
Add this to each arrow key, replacing  with its corresponding arrow key



Click on **Control** and place **repeat until**

Click on **Operators** and place **not**

Click on **Sensing** and place **key up arrow pressed?**

