



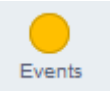



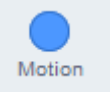

Scratch Project: Thanksgiving Maze




Completed Code: <https://scratch.mit.edu/projects/927345339/editor/>



Base Code: <https://scratch.mit.edu/projects/927351829/editor/>



 **Turkey** 

Click on  and place 

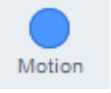

Click on  and place 



Click on  and place  and 

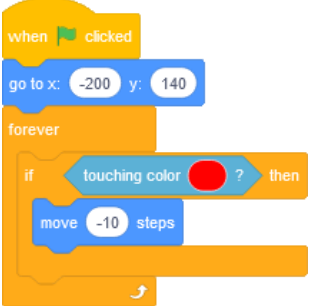
Click on  and place 

Click on  and select the  tool

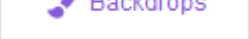
Click on one of the **Red Walls** in the game screen

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!



Turkey

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

Change point in direction 90 to point in direction 0

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

Turkey

when right arrow key pressed

Click on Events and place when right 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

Turkey

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

Change point in direction 90 to point in direction -90

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



Turkey

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

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

Turkey

when I receive Reset

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

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

when I receive Reset
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 Turkey ?

when clicked
forever
if touching Turkey ? then



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

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

Click on **Events** and place **broadcast Restart**



You may improve the movement in **Turkey** with the following code
Add this to each arrow key, replacing **key up arrow pressed?** 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?**

