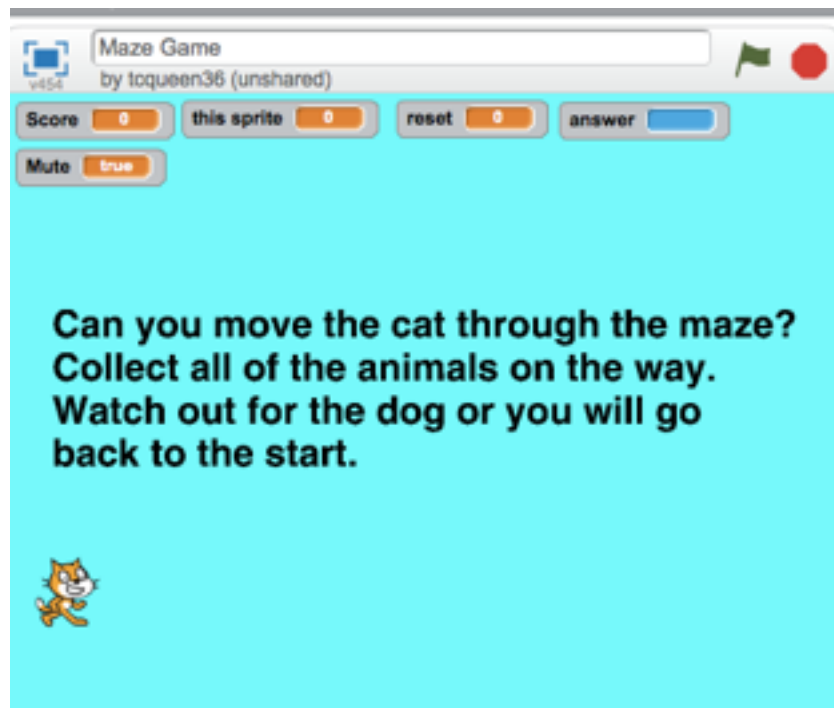


Created by Tammie Scharf for 5-6
Maze Game assessment skill
development.





```
when clicked
  switch backdrop to cover
  ask "What's your name?" and wait
  go to x: 184 y: -108
  say "Hello" for 5 secs
  go to x: -211 y: -131
  switch backdrop to maze
  wait 2 secs

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


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

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

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

when clicked
  forever
    if touching color red? then
      say "You Win!"
    if touching color cyan? then
      if on edge, bounce
    if touching color black? then
      go to x: -210 y: -129

when clicked
  forever
    if touching Dog1? then
      play sound meow2
      set x to -200
      set y to -136
      set Score to 0
      broadcast reset
```



x: -175
y: -154



The dog is a moving feature of the game. The cat will be sent back to the start if it comes in contact with the dog.

```
when backdrop switches to cover
broadcast Dog hide

when backdrop switches to maze
show
forever
  glide 8 secs to x: -114 y: 39
  wait 4 secs
  turn 180 degrees
  glide 8 secs to x: 133 y: 85

when I receive Dog hide
hide
```

The image shows the Scratch script for the Dog1 sprite. The script is organized into three main sections. The first section, triggered by the backdrop switching to 'cover', broadcasts a 'Dog hide' message. The second section, triggered by the backdrop switching to 'maze', shows the dog and enters a 'forever' loop. Inside the loop, the dog glides 8 seconds to x: -114, y: 39, waits 4 seconds, turns 180 degrees, and then glides 8 seconds to x: 133, y: 85. The third section, triggered by receiving the 'Dog hide' message, hides the dog. In the top right corner, the coordinates x: 27 and y: 65 are visible.

Items to collect
Each item = 1 point



```
when backdrop switches to maze
  show
  forever
    if touching Sprite1 ? then
      change Score by 1
      hide
  
```

```
when backdrop switches to cover
  broadcast Butterfly1 hide

when I receive Butterfly1 hide
  hide

when I receive reset
  show
```

x: -54
y: -125



```
when backdrop switches to maze
  show
  forever
    if touching Sprite1 ? then
      change Score by 1
      hide
  
```

```
when backdrop switches to cover
  broadcast Butterfly3 hide
  y: 82

when I receive Butterfly3 hide
  hide

when I receive reset
  show
```



```

when backdrop switches to maze
  show
  forever
    if touching Sprite1 ? then
      change Score by 1
      hide
  when I receive reset
    show

when backdrop switches to cover
  broadcast Duck hide

when I receive Duck hide
  hide
  
```



```

when backdrop switches to maze
  show
  forever
    if touching Sprite1 ? then
      change Score by 1
      hide
  when backdrop switches to cover
    broadcast Butterfly2 hide

when I receive Butterfly2 hide
  hide

when I receive reset
  show
  
```