Navigating a maze
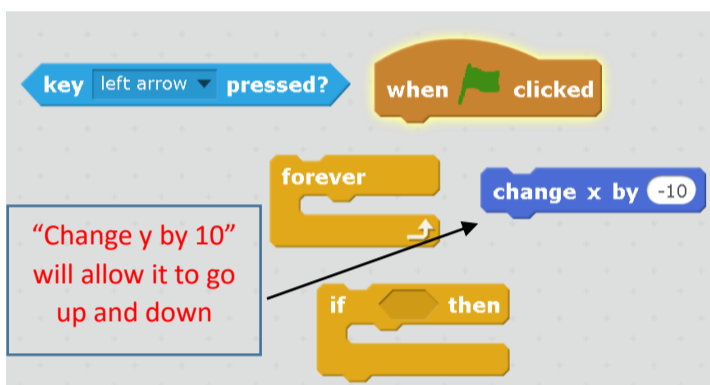
Press left to move left!

1.) Delete the Cat and put another character in.

2.) Put these pieces of code into the programming window.

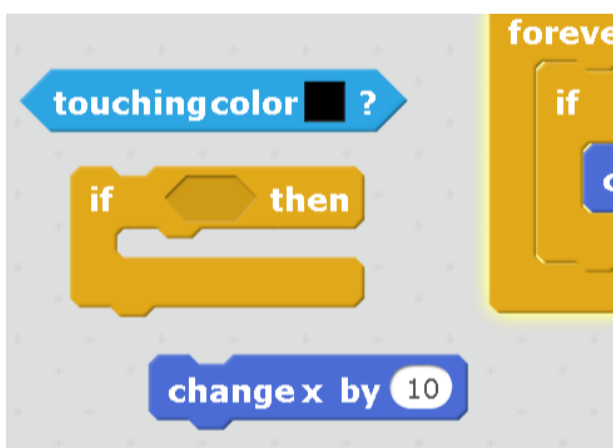"Change y by 10" will allow it to go up and down

Now try to make the creature move in all directions. (up, down, left, right).

Hitting the Wall

In order to get a creature to stop at a wall you need it to go in the opposite direction when touching the wall.

If touching black go back 10 steps.

2.) Add this code into your previous code.
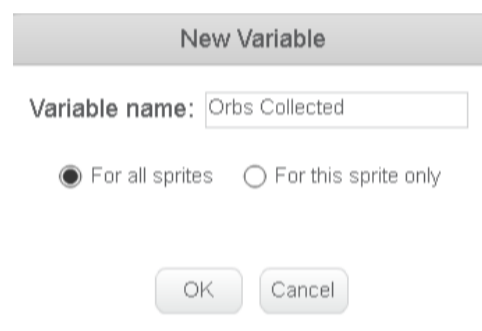

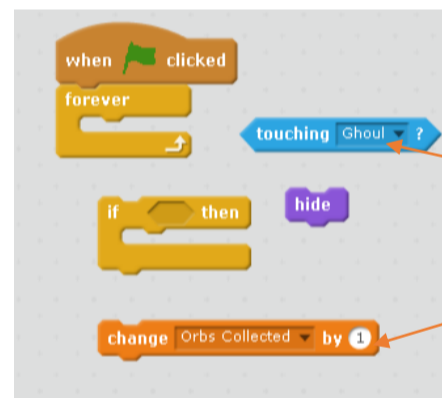3.) Try to figure out how to move and block in all directions.

Collecting items

1.) Place the item that you want to pick up in the game.

2.) Create a variable to store how many you have picked up.

3.) Add this programming in so that if the creature touches the item it disappears.

Hints:
1.) Put this on the orb sprite.

2.) Change the touching to the sprite you want.

3.) If you are using this variable as a score change it to a higher number.

4.) Think about adding some code in so that it shows when the flag is turned on and that the score resets to zero.

Animating the character

1.) Create a separate bunch of code like this and put it together so your character animates.
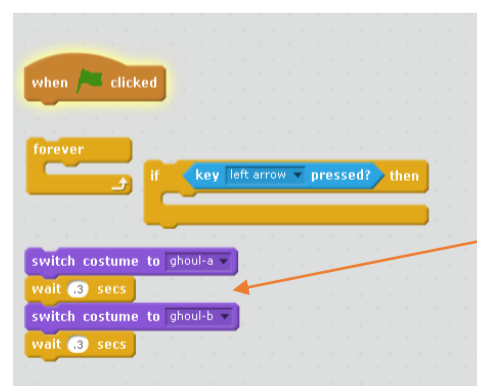
Hint: Only use your walking animations here.