

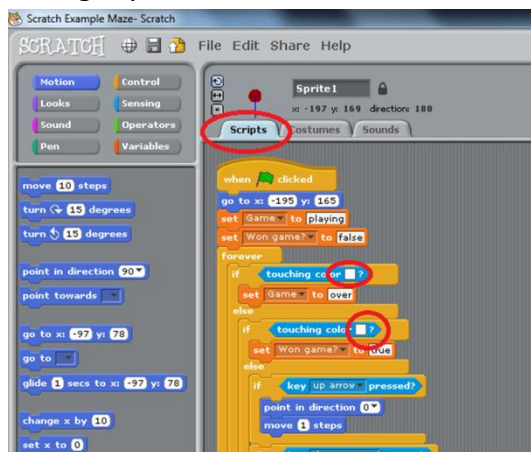


# Scratch: Getting Started!



Follow these instructions to learn how to program a simple maze game!

1. Load up the maze – “Scratch Getting Started” file.
2. Test it first, by pressing the little green flag near the top right hand corner of the window, and moving the character through the maze, using the arrow keys.
3. You should notice that the character can in fact walk everywhere, and there is no end to the game.
4. Click on the little red circle, next to the green flag, and then click on the “scripts” tab, near the top left hand corner of the window, which should then display a set of brightly coloured blocks.

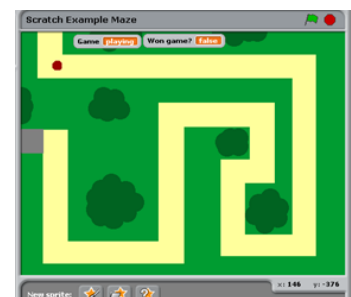


5. You are going to change the program so that when you touch the light green area, the game stops, and so that when you touch the grey area at the end of the maze, you win the game.
6. Where the blocks say “If touching colour”, assign the commands a different colour (try using light green and grey).
7. Once completed, click the green flag and play your game! Complete the maze!

## Going Further:

1. Make the character controllable with the “W” “A” “S” and “D” keys (Start by replacing the left arrow for A).
2. Edit the background, to design your own maze.
3. Add hazards to make the game more difficult
4. Add another player controlled sprite and make a race!

Hope you had Fun with Scratch! Check out these links and why not sign up for a Scratch account?!



[Download Scratch here](http://scratch.mit.edu/projects/zeefeene/2817424) <http://scratch.mit.edu/projects/zeefeene/2817424>