Crab Maze

(A bumpy programme very easily adapted to any moving, racing type game)

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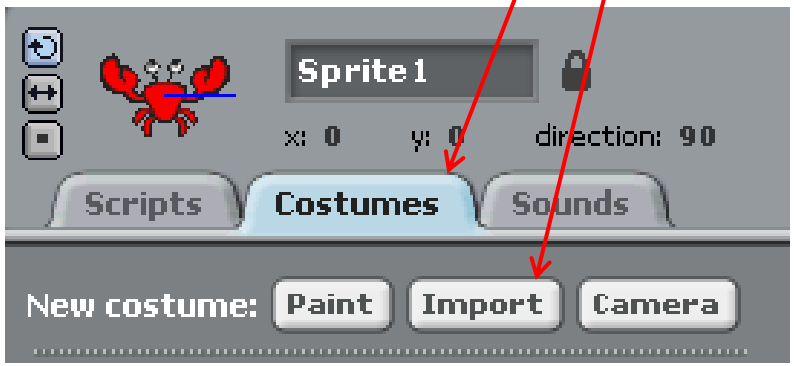
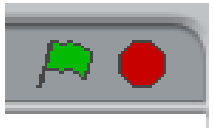
Import two crab costumes in Scratch

- Delete cat sprite by right clicking and selecting delete
- Left click on star folder icon (Choose new sprite from file)
- Open the Animals folder
- Find crab1-a and click ok
- Select the costume tab
- Click import
- It will probably go to the animals folder
- Scroll down to find crab1-b and click ok
- Click on one costume then another to see how it looks like the crab is opening and closing its pincers.



Making the sprite **look like** it is moving forever

Arrange these blocks then click the green flag to see if they open and close the claws continually. If it doesn't work click the red button and try another combination



Two of these

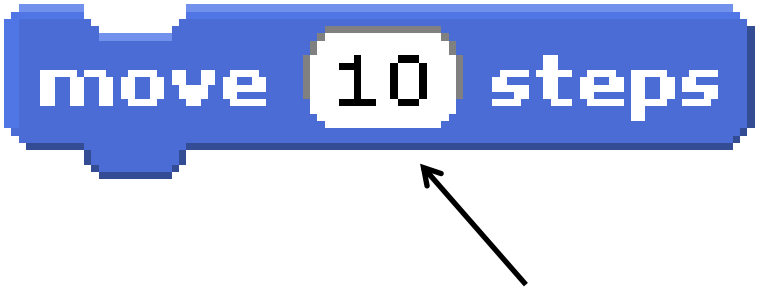
Two of these

Change **one** of the costume blocks

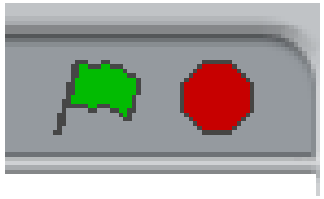
Switch to one costume then wait then switch to the other costume then wait. Repeat the process forever while the program is running.

Making the sprite move forward forever

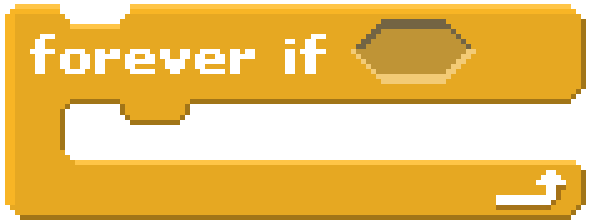
Arrange these blocks then click the green flag to see if the crab moves across the screen. If it doesn't work click the red button and try another combination



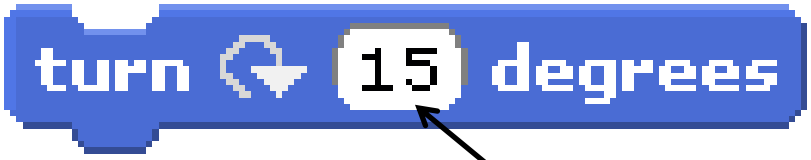
What speed will be best for your sprite?



Forever if the right arrow is pressed turn x degrees right

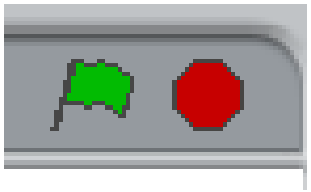


Change the keyboard input to right arrow key

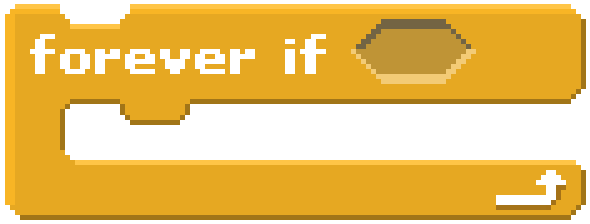


How quickly will your Sprite turn?

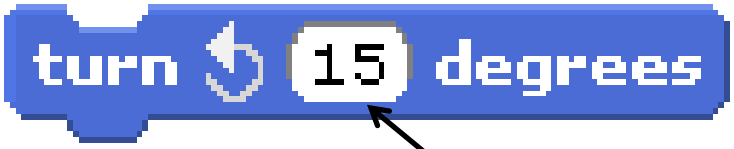
Arrange these blocks then click the green flag to see if the crab turns right when you press the right arrow key. If it doesn't work click the red button and try another combination



Forever if the left arrow is pressed turn x degrees left

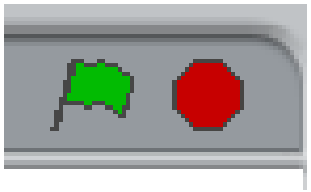


Change the keyboard input to left arrow key

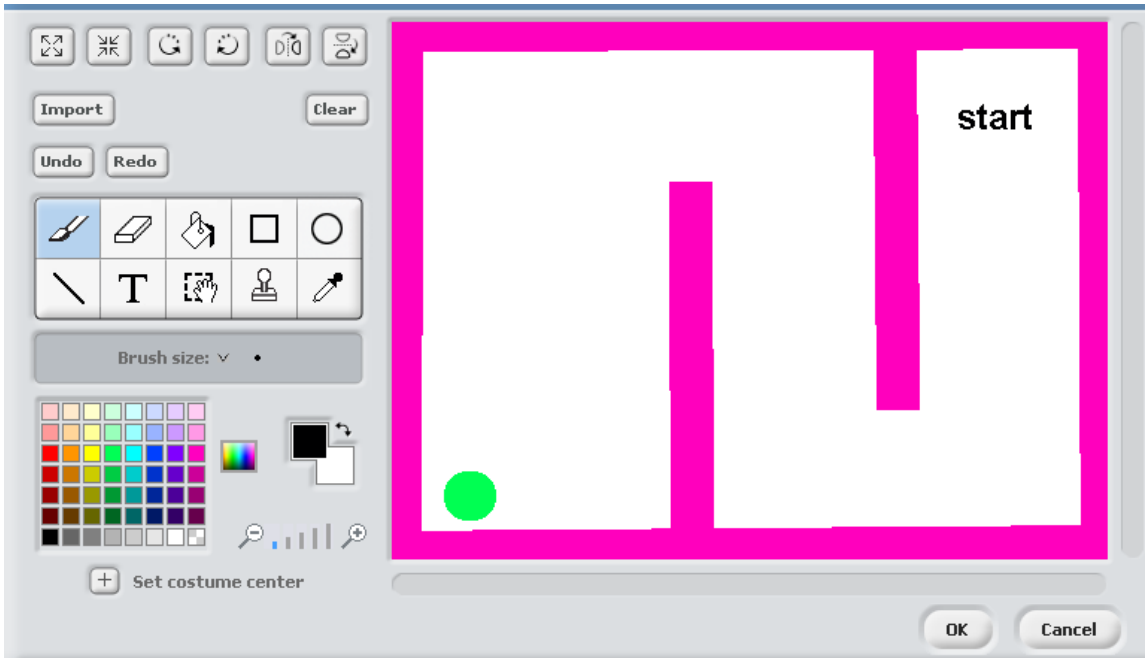


How quickly will your Sprite turn?

Arrange these blocks then click the green flag to see if the crab turns left when you press the left arrow key. If it doesn't work click the red button and try another combination

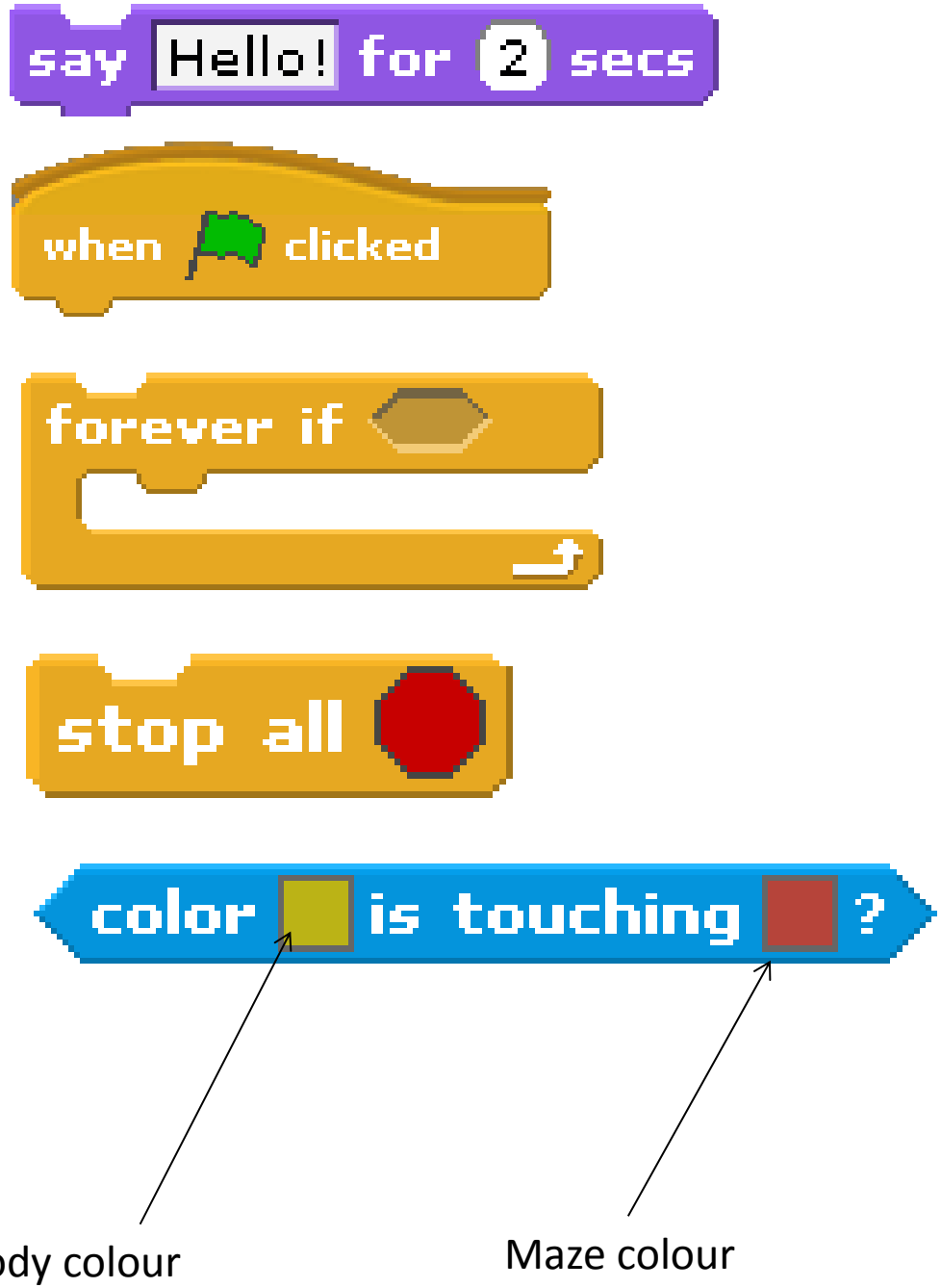


Drawing a background maze



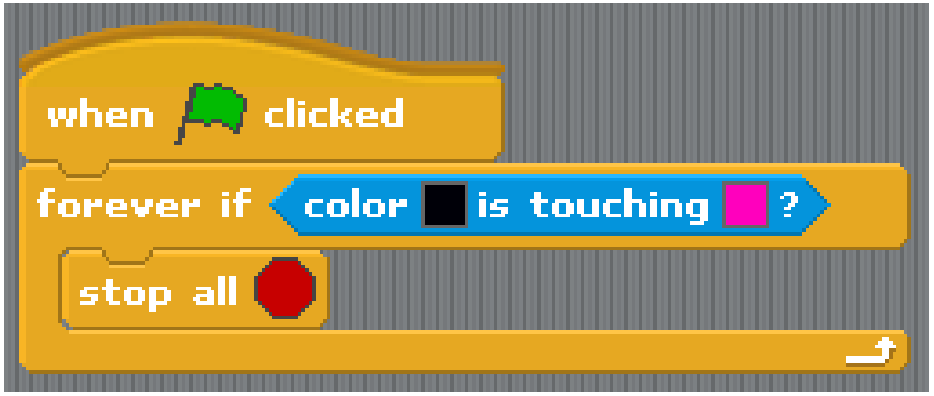
- Click on stage
- Select the Backgrounds tab
- Rename background1 to maze1 and click edit
- Draw a maze in your choice of colour
- The line drawing tool combined with a wide brush size works well
- Add start using the text tool
- Add a finish blob of colour in a colour not used yet
- Click ok to save the maze
- Copy and edit to make more mazes (Keep same maze colour and start and finish positions)

Electrifying the maze forever if the crab colour touches the maze colour say agghh for 0.1 sec and then end the game

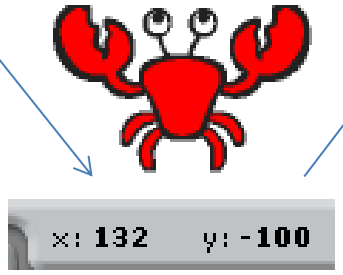


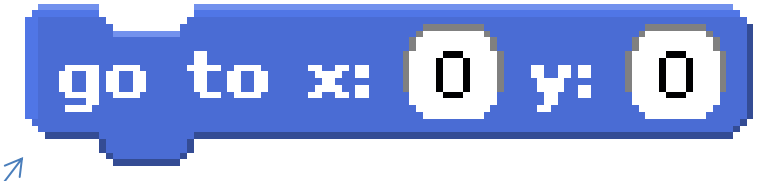
Arrange these blocks then click the green flag to see if the game ends when the crab touches the maze walls. If it doesn't work click the red button and try another combination

Resetting the crab start position and start direction



If you hover the cursor over the Scratch screen it will display what the coordinates are at any point. You can then use these in your x and y block





Add these positioning and direction blocks into the electrifying maze block so that the crab is returned to a safe starting position at the beginning of each game.