

Spider Maze

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

You can show the program online here

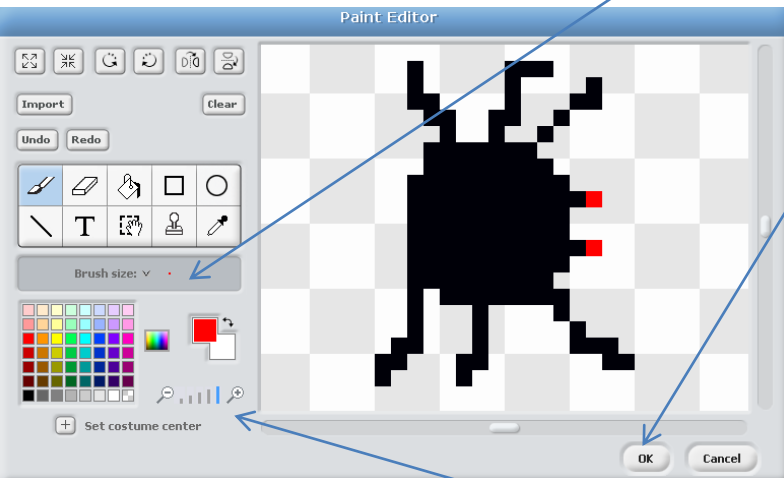
<http://scratch.mit.edu/projects/baggiepr/2647059>

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Drawing multiple costumes in Scratch



- Delete cat sprite by right clicking and selecting delete
- Left click on star icon (Paint new sprite)
- Zoom right in (+ on zoom)
- Set brush size to second from the smallest
- Draw a basic spider body over 4 squares
- Add legs and eyes making sure the eyes face right
- Click OK to finish
- Click on costumes
- Rename costume1 to spider 1
- Press copy button
- Rename the second spider to spider2
- Edit spider2
- Zoom in (+ on zoom)
- Delete the legs using the rubber
- Redraw the legs in another position and click ok

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

Everything that goes
inside here loops
around forever



Two or more of these



Two of these



Change one of these to
the other costume

Making the sprite move forward forever



Double click on the number
to type in a new number

Creating a right steering blocks



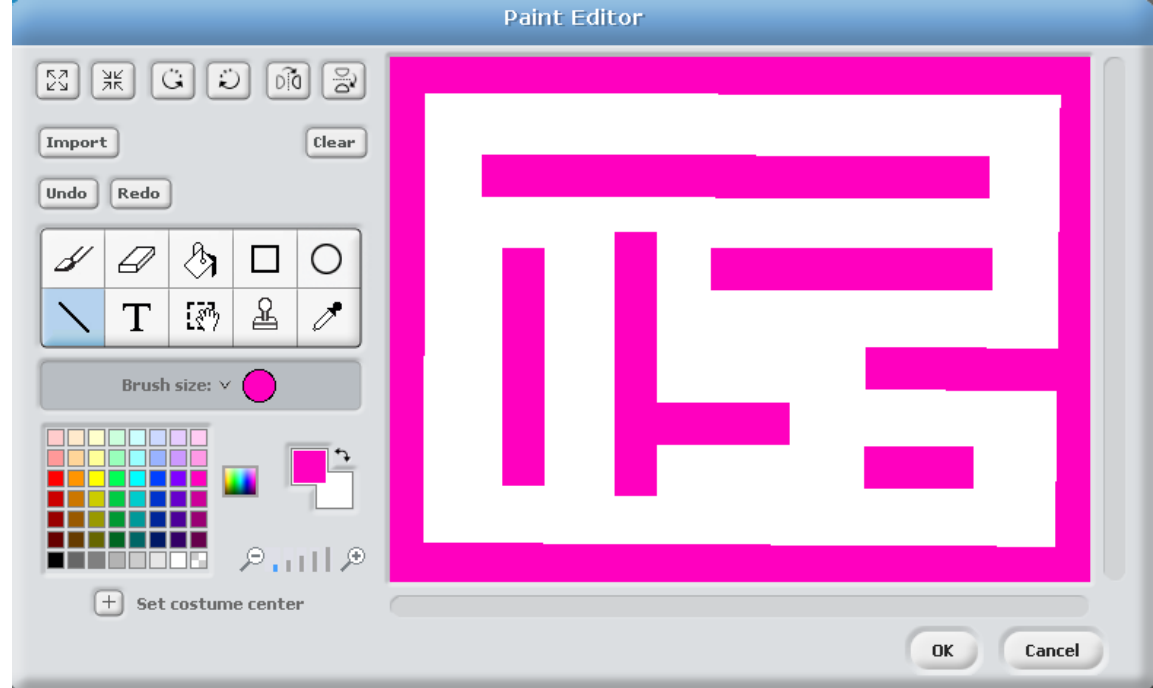
How quickly will your Sprite turn?

Creating a left steering blocks



How quickly will your Sprite turn?

Drawing a background maze



- Click on stage
- Select the Backgrounds tab
- Rename background1 to maze1
- Click edit
- Zoom Out (- on zoom)
- Draw a maze in another colour than you used in the spider
- The line drawing tool combined with a wide brush size works well
- Click ok to save the maze

Electrifying the maze

say Hello! for 2 secs

when clicked

forever if

stop all

color is touching ?

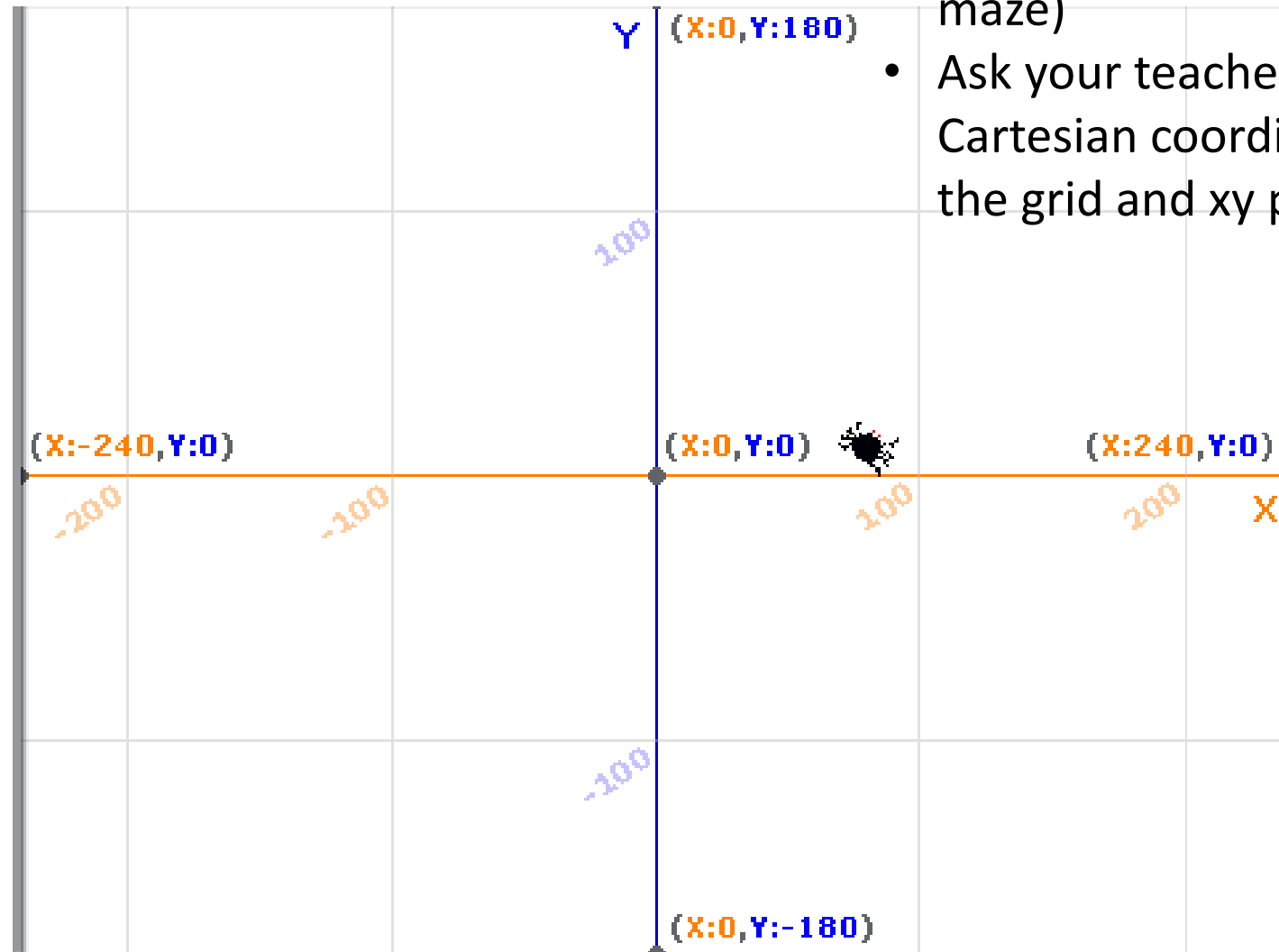
When you click on the coloured squares you can choose a colour by finding it on your game and clicking on it.

Spider body colour

Maze colour

Positioning objects in scratch

- Click on stage
- Click on import
- Select xy-grid (You won't lose your maze)
- Ask your teacher to go over how Cartesian coordinates work using the grid and xy positions

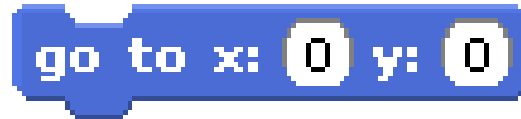
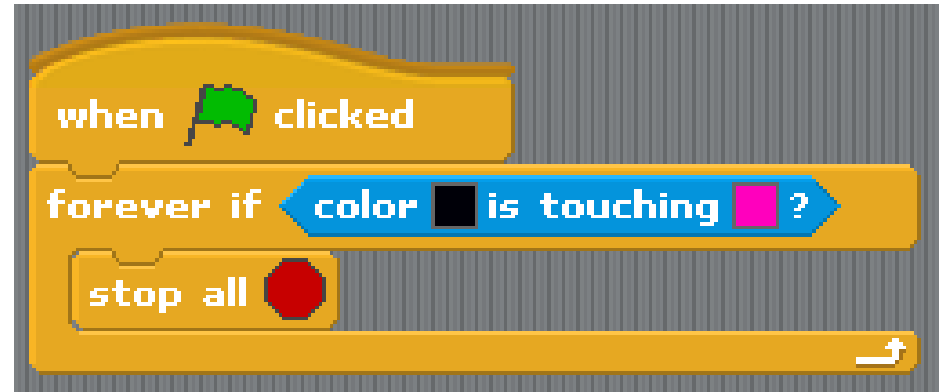


New sprite:



x: -205 y: 79

Resetting the spider start position and start direction



Add these positioning and direction blocks into the electrifying maze block so that the spider is returned to a safe starting position and is facing the right way before the end of the game.

Challenge

Using the ideas introduced in this game to design and create your own short game.

Work in pairs

Record your ideas away from the computer

What improvements can you add?

Get pupils from other classes to play test your game when finished. Make sure you get their opinions and suggested improvements.