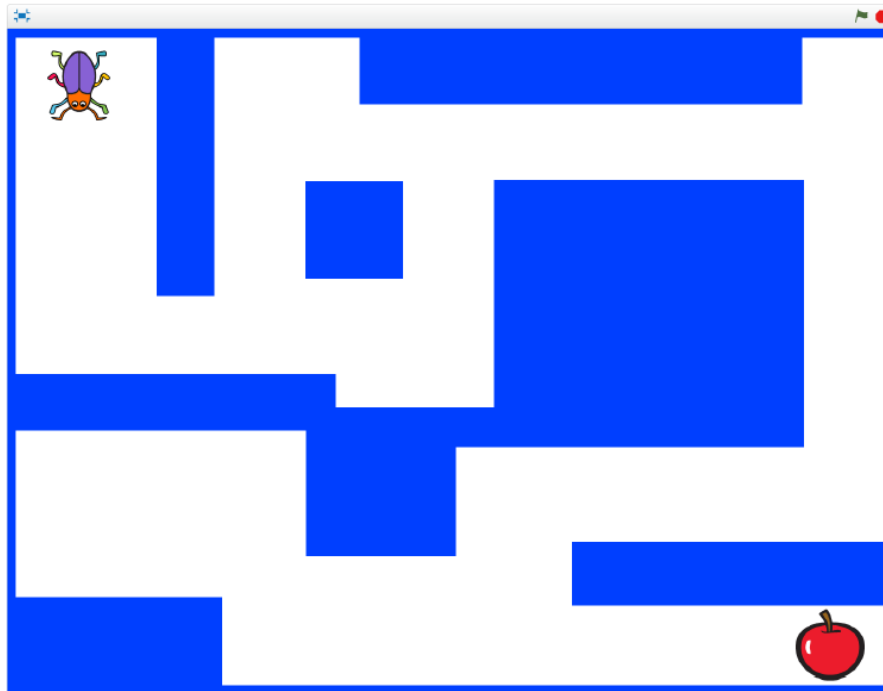


Lesson 6. Labyrinth

Task: Create a game with a labyrinth and prize search.



Step 1: Preparation

1. Create a new project (“Create” -> menu “File” -> “New”);
2. Delete default sprite (right-click, “delete”);
3. Draw new backdrop with a labyrinth in one color (sample labyrinth is given above);
4. Add sprites of a beetle (“Beetle” in the sprite library) and an apple (“Apple” in the sprite library). Shrink them and place them in the beginning and the end of the labyrinth correspondingly.

Step 2: The beetle’s script

1. Add a script of the beetle movement to the left, similarly to the picture;
2. Define the movements to the right, up and down the same way. Choose the corresponding rotation type;
3. Add a script which disallows the beetle to move over the obstacle. Pay your attention –



the color has to be similar to the color of the labyrinth;

4. Add a script, similar to the previous one, in which the beetle says “Found!” when it touches the apple.



Step 3. Additional tasks

1. Move the beetle to the start point of the labyrinth after it touches the apple;
2. Move the apple to the random point in the labyrinth, but not to the colored one;
3. Set a victory counter in the game;
4. Set a timer of the apple search;
5. Save the fastest result.