

A Maze Game Created in Scratch


<http://cs.oregonstate.edu/~mjb/scratch>

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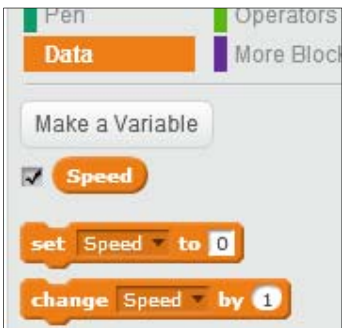
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Events




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Data




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Control



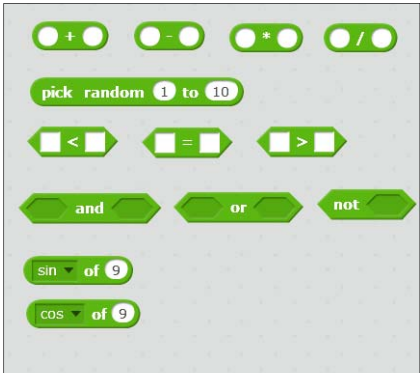
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Sensing



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Operators

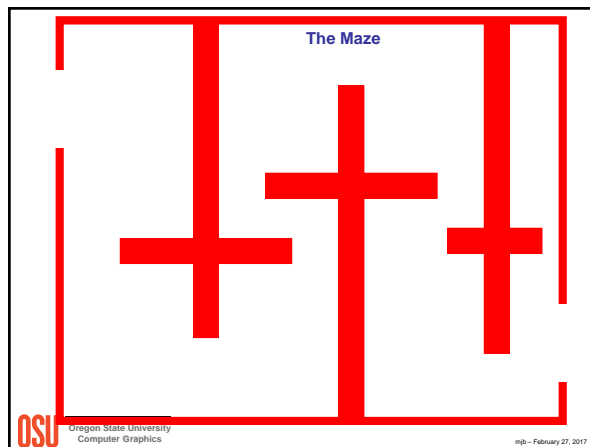
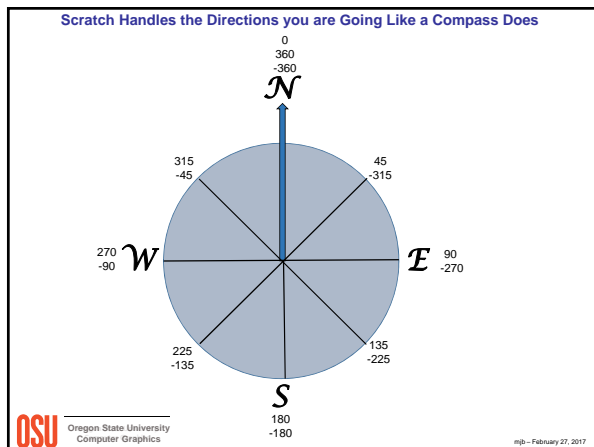


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Motion

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Soccer Ball

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Dog - top code

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Dog - bottom code

The code block contains the following logic:

- When green flag clicked:** Play sound 'dog'.
- When key pressed (Up-arrow):** Point in direction 'Up', repeat walk 'walk' times, set 'key_of_arrow_pressed' to 'Up-arrow', then search for 'soccer'.
- When key pressed (Down-arrow):** Point in direction 'Down', repeat walk 'walk' times, set 'key_of_arrow_pressed' to 'Down-arrow', then search for 'soccer'.
- When key pressed (any other key):** Repeat walk 'walk' times, play sound 'dog', and search for 'soccer'.
- When clicked:** Decide if eaten by a soccer ball. If yes, search for 'soccer', play sound 'ouch', and broadcast 'ouch'.