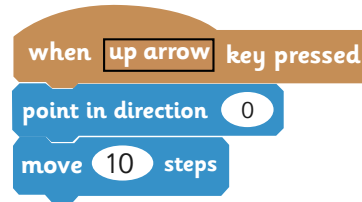


# Adding Effects

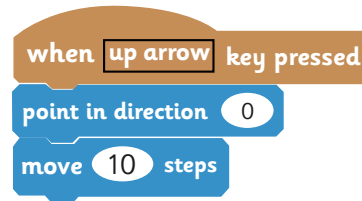
Use your own list of extra effects or features that could be added to the Maze Game or follow the prompts below to enhance your final game.

## 1. Adding Commentary

- Describe the intention for the different sections of your code. Right click on any block, then choose 'Add Comment'.
- Use this feature to help explain to others what your code does and to remind yourself what you were trying to do. Do this for at least three sections of your code.

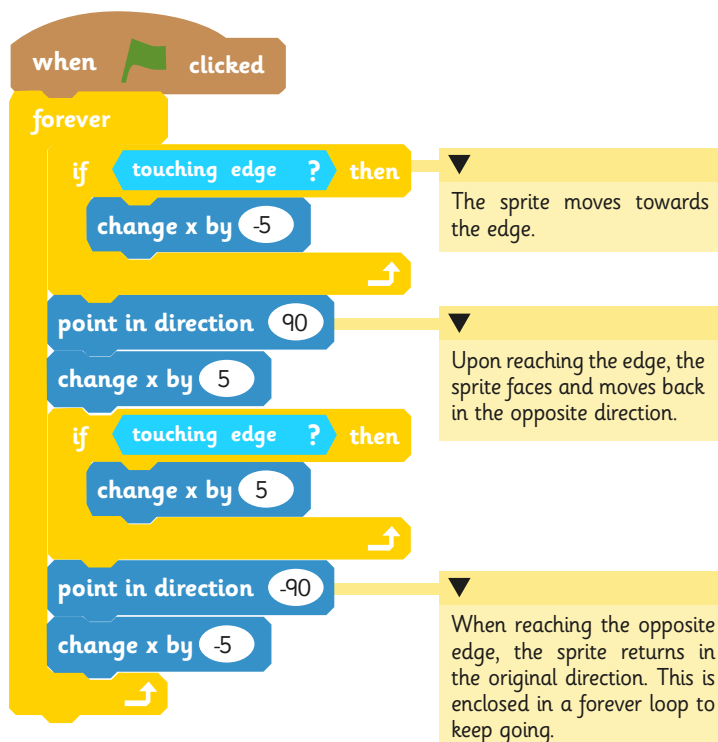
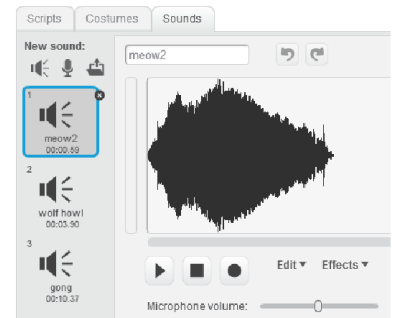


This section controls the movement of the Beetle with the arrow keys. To make the sprite move faster or slower, change the variable number of steps.



## 2. Adding Sounds

- Add a sound effect to any events or consequences in your game, such as touching an obstacle, enemy or exit.
- Click on the Sounds tab, then 'Choose Sound from Library' for more sound files.
- You can play the sounds to try them out, then select the one you want and click OK.
- When you return to the Scripts tab, the sound will be in the drop down menu of the 'Play Sound' block for you to choose.



## 3. Animating a Character and Consequences

- Select the Enemy sprite. Try copying the following code to make the sprite move continuously from side to side.
- To make the sprite move faster or slower, edit the amount in 'Change x by ...'
- What happens if your character touches an obstacle or the enemy?
- Select your character sprite. Use the Forever block and the block for If Then to add consequences such as returning to the starting position.

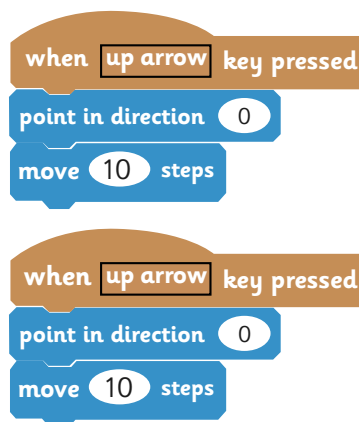


# Adding Effects

Use your own list of extra effects or features that could be added to the Maze Game or follow the prompts below to enhance your final game.

## 1. Adding Commentary

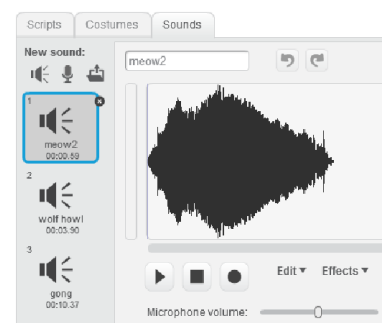
- Describe the intention for the different sections of your code. Right click on any block, then choose 'Add Comment'.
- Use this feature to help explain to others what your code does and to remind yourself what you were trying to do. Do this for at least three sections of your code.



This section controls the movement of the Beetle with the arrow keys. To make the sprite move faster or slower, change the variable number of steps.

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## 3. Animating a Character

- Select the Enemy sprite. Use the Forever block and the block for Repeat Until.
- Can you make the sprite move from edge to edge?



## 4. Consequences

- What happens if your character touches an obstacle or the enemy?
- Select your character sprite. Use the Forever block and the block for If Then to add consequences such as returning to the starting position.



# Adding Effects

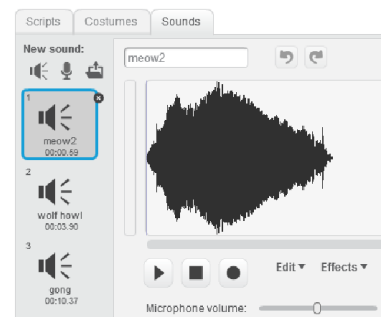
Use your own list of extra effects or features that could be added to the Maze Game or follow the prompts below to enhance your final game.

## 1. Adding Commentary

- Describe the intention for the different sections of your code.
- Use this feature to help explain to others what your code does and to remind yourself what you were trying to do.

## 2. Adding Sounds

- Add a sound effect to any events or consequences in your game, such as touching an obstacle, enemy or exit.
- Click on the Sounds tab for more sound files, either from the library, from another file or recording your own.



## 3. Animating a Character

- Select the Enemy sprite.
- Use the Forever block and the block for Repeat Until. Can you make the sprite move from edge to edge?

## 4. Consequences

- What happens if your character touches an obstacle or the enemy?
- Select your character sprite. Use the Forever block and the block for If Then to add consequences such as returning to the starting position.