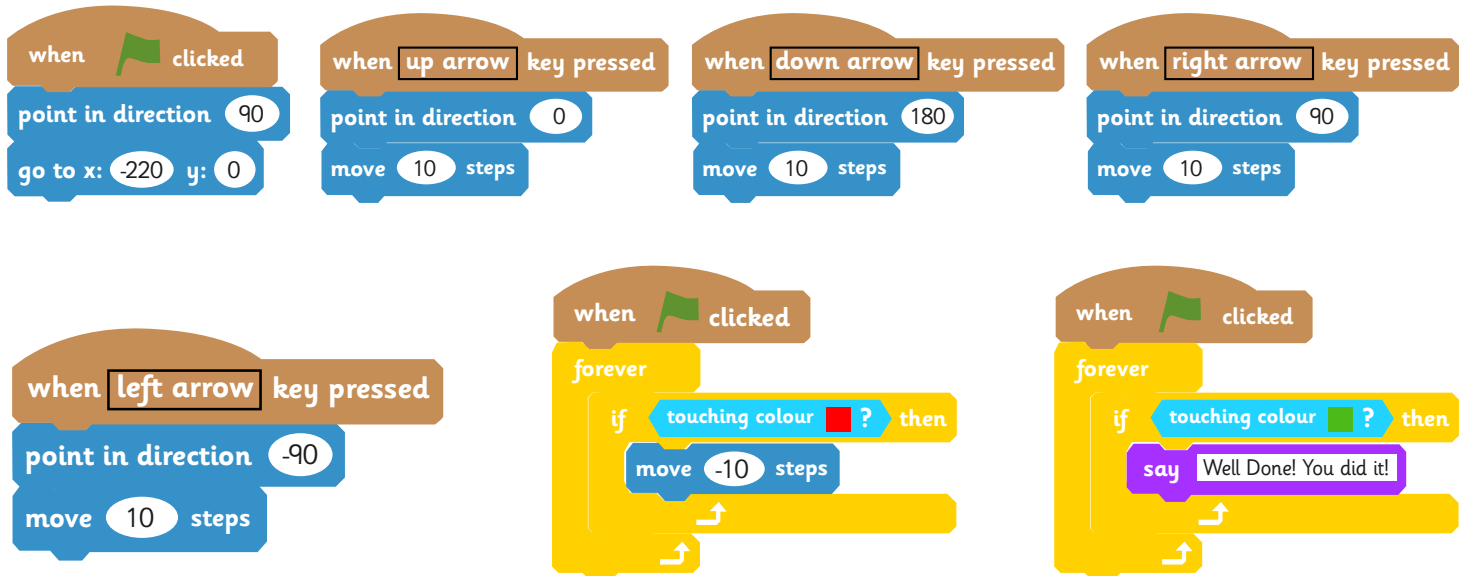


# Maze Game

Children's individual solutions to creating the script may vary, but trial and error and experimentation with ideas should be encouraged. It is good practice to save the coding file regularly. Children could also be directed to use 'Save As' in order to save different versions of their code, making it easier to return to a previous version in the event of errors.

A possible solution to coding the game looks like this:



## Notes for Creating a New Sprite

Ensure that children do not rotate the sprite in the editor as this will affect the behaviour when choosing a 'Point in Direction' script.

When resizing the sprite, ensure that it remains in the centre of the canvas screen.

## Notes for Using the Backdrop Editor

When drawing shapes ensure a filled rectangle is selected rather than just an outline. The rectangle is drawn simply by clicking and dragging for the desired size. However, note that the shape cannot be moved once it is drawn. An Undo button exists at the top of the screen.

The fill tool has an option for a gradient fill. Two colours can be customized by clicking on the two separately selected colours on the left of the palette.

## Some Potential Debugging

If the sprite appears to 'jump' positions when 'Point in Direction' is clicked, return to the sprite editor and check that the sprite is in the centre of the canvas.

If the sprite does not turn to the expected direction indicated by a block in the script, return to the editor and check that the sprite was not rotated from its initial position.