

ScratchJR Maze Game Design Tutorial (Part 2)

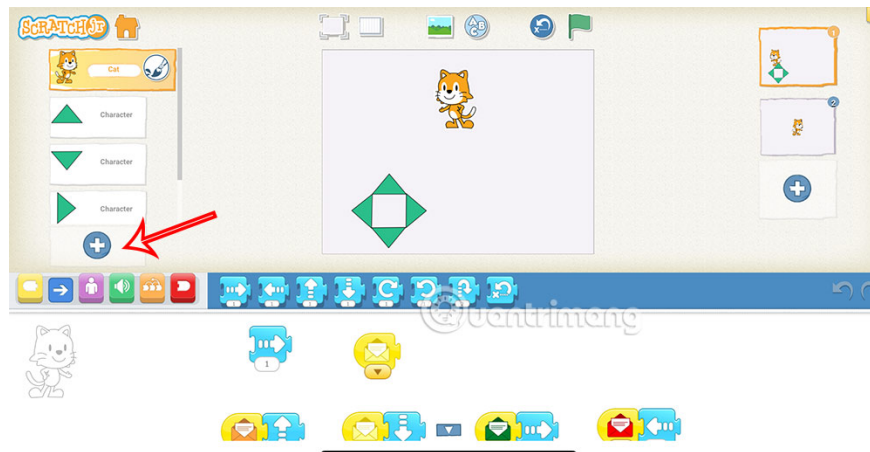
In this article, the maze game in ScratchJR will be taken to a higher level as you build mazes to navigate.

In the previous lesson, students learned how to create a maze game in ScratchJR with a simple interface, moving the character using triangle icons. In this lesson, the maze game in ScratchJR will be more advanced by building mazes for movement. If the character touches a maze, they will automatically return to their starting position. If the character reaches the destination, the game ends. Below are instructions on how to create a maze game in ScratchJR.

How to design a maze game in ScratchJR

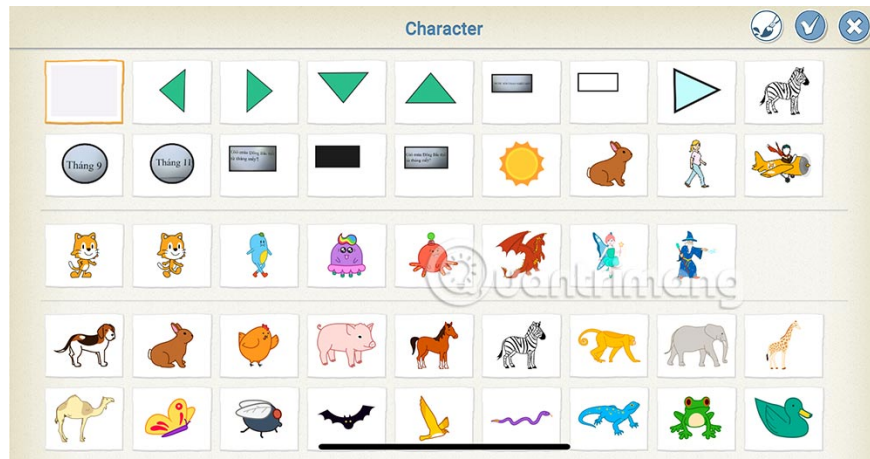
Step 1:

We reopen the maze game we created earlier in ScratchJR. You click the **plus icon** to add a new character.



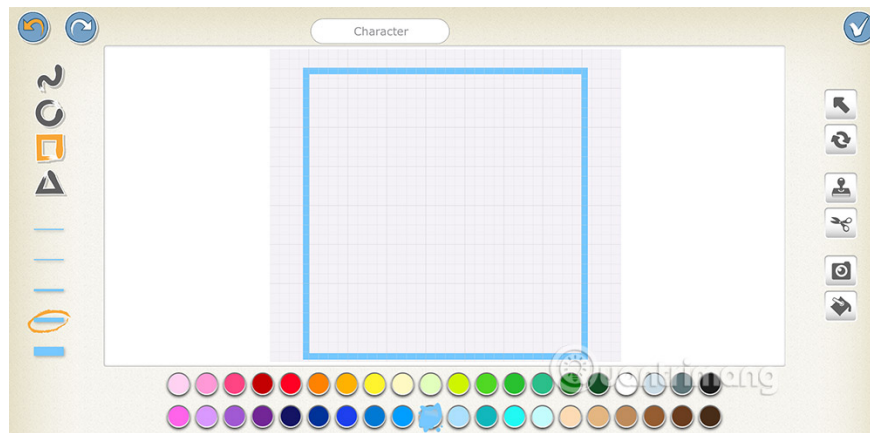
Step 2:

In the new interface, tap **the blank character** , then tap **the drawing pen icon** to create a new character.

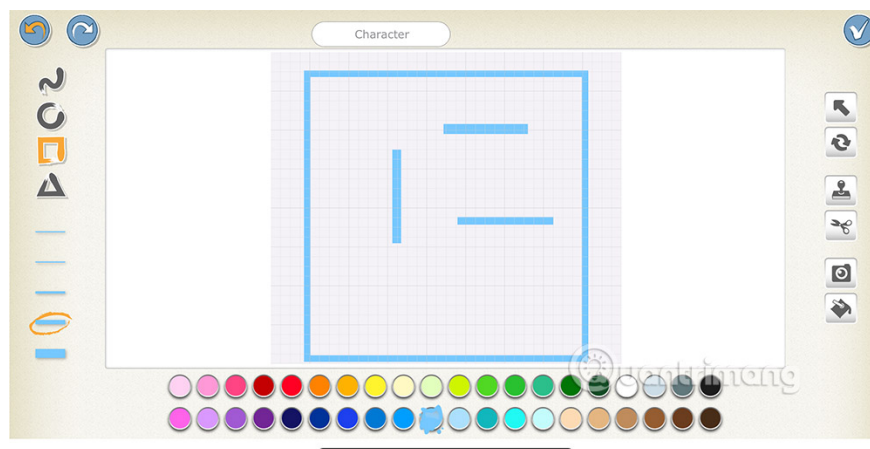


Step 3:

You choose **the line size** , select **the line color**, and then select **the square to draw on** .



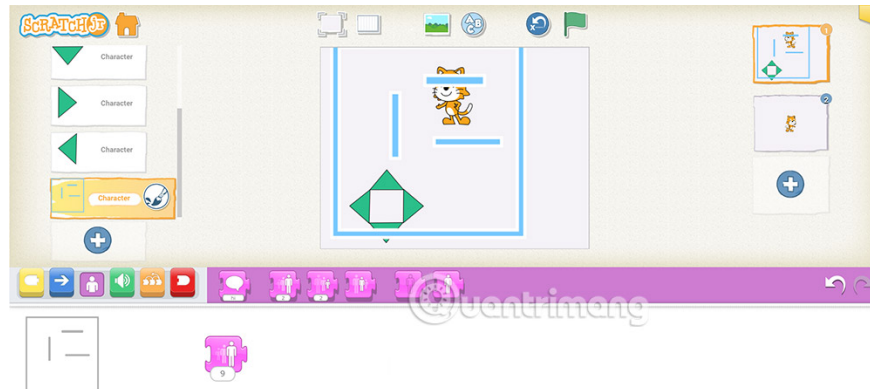
Next, draw **straight lines to create a maze** for the character to move through, as shown below. Then **press the 'v' button to add it to the game** .



Step 4:

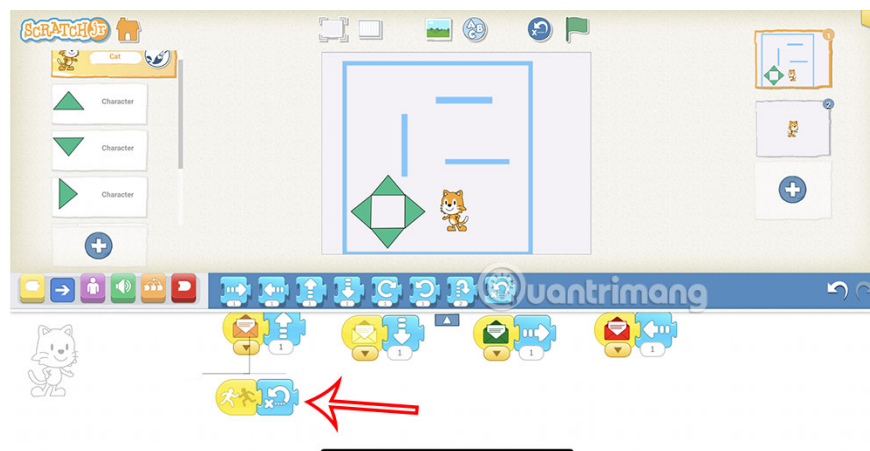
When adding a maze to the interface, it will be small in size. To **enlarge the maze**, we use the **enlarge command** in the Appearance group. We adjust the enlarged size as needed.

The main character, as well as the four arrow keys, are used to resize them to fit the project's layout.



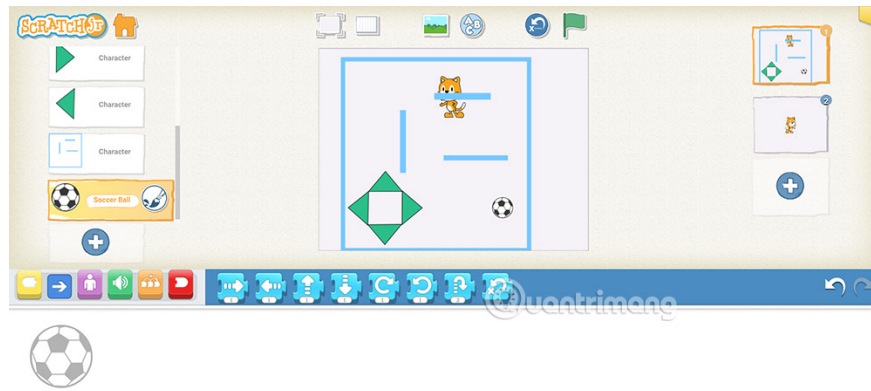
Step 5:

When the cat character touches a maze, it must return to its starting position, so we will use the **collision command** as shown below.

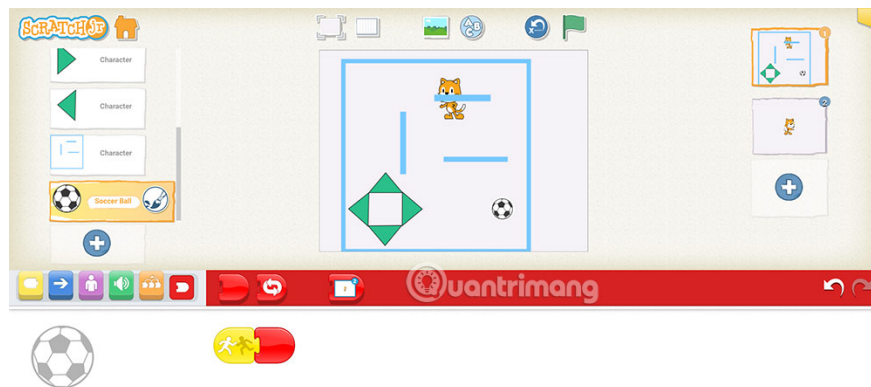


Step 6:

To reach your destination, you choose to add any character to the destination position in the maze.



Then, tap on the target character and add the command as shown below. The game ends when the character reaches the target object.



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