

Year 3: Create an app using simulations and animations, where things happen in a sequence; use conditionals 'when' and 'if'; introduce simple variables

CODING

My apps / Maze Game Y3D

Level 5

Save

Code

The image shows a Scratch script grid with 16 rows and 4 columns. The first column contains scripts for the player character (purple cat) moving up, down, left, and right, and a 'YOU WIN!' message. The second column contains scripts for the player starting at a point, moving up and down, and hitting various obstacles like a red enemy, a sun, a starfish, and a shark. The third column contains scripts for the player hitting a green frog, a blue octopus, a yellow star, and a brown snail, with 'GAME OVER!' messages. The fourth column contains scripts for hitting a green frog, a blue octopus, a yellow star, and a brown snail, with 'GAME OVER!' messages. The bottom row contains a 'GO always' loop with a 'YOU WIN!' message.

