In this project, you will create a game. This game includes interactions between sprites, score, and levels. You move a sprite from the start of a maze to the end without touching the walls.

**START HERE**

- Draw a maze-like background and use different colors for the walls and end-of-maze marker.
- Add a sprite.
- Make your game interactive!

**THINGS TO TRY**

- Add multiple levels to your game! This can be done through the use of different backdrops and using broadcast blocks to trigger the next level.
- Use the make a variable block to keep score!
- Experiment with timer blocks to add new challenges to your maze!

**BLOCKS TO PLAY WITH**

- `when right arrow key pressed`
- `point in direction 90°`
- `move 10 steps`
- `when left arrow key pressed`
- `point in direction -90°`
- `move 10 steps`
- `when up arrow key pressed`
- `point in direction 0°`
- `move 10 steps`
- `when down arrow key pressed`
- `point in direction 180°`
- `move 10 steps`
- `when space key pressed`
- `when you click`

**FINISHED?**

- Add your project to the Games Studio: http://scratch.mit.edu/studios/487504
- Swap games with a partner and walk each other through your creations.
**PONG**

**HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?**

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to the classic game of pong, where the goal is to keep the sprite from getting past you.

**START HERE**

- Create two sprites: a paddle for the user to control and a ball the user will be playing with.
- Make your paddle sprite interactive.
- Bring your game to life!

**THINGS TO TRY**

- How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- Experiment with changing the look of your game by editing the backdrops!
- Explore using different key presses to control your sprites!

**BLOCKS TO PLAY WITH**

- **when space key pressed**
- **when up arrow key pressed**
- **when m key pressed**
- **when I receive message1**
- **score**
- **set score to 0**
- **change score by 1**
- **show variable score**
- **hide variable score**
- **pick random 1 to 10**
- **touching ?**
- **touching color ?**
- **color is touching ?**
- **timer**
- **reset timer**

**FINISHED?**

+ Add your project to the Games Studio: http://scratch.mit.edu/studios/487504
+ Swap games with a partner and walk each other through your creations.
In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to Flappy Bird, where the goal is to keep an object from falling to the ground or touching certain objects.

**START HERE**

- Create two sprites: one for the player to control (helicopter) and one to avoid (gliding bars).
- Make the helicopter interactive.
- Bring your game to life by adding scripts to make the gliding bars scroll across the stage!

**THINGS TO TRY**

- How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- Experiment with changing the look of your game by editing the backdrops!
- Explore using different key presses to control your sprites!

**BLOCKS TO PLAY WITH**

- `when space is pressed`
- `when up arrow is pressed`
- `when key pressed`
- `when I receive message1 is received`
- `score`
- `set score to #`
- `change score by #`
- `> #`
- `< #`
- `not #`
- `and #`
- `or #`
- `pick random # to #`
- `touching color #?`
- `color is touching #?`
- `timer`
- `reset timer`

**FINISHED?**

- Add your project to the Games Studio: [http://scratch.mit.edu/studios/487504](http://scratch.mit.edu/studios/487504)
- Swap games with a partner and walk each other through your creations.