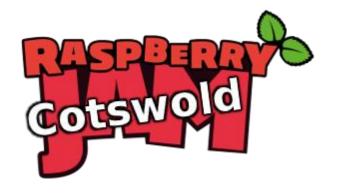
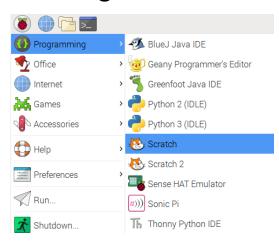
Raspberry Pi Scratch Maze Game - Simplified

Tutorial by Andrew Oakley - Public Domain Updated Nov 2017 www.cotswoldjam.org



Getting started



1. Click on the Raspberry menu, Programming, Scratch

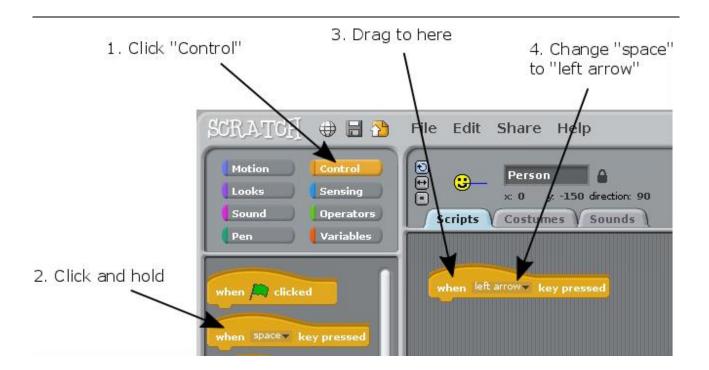


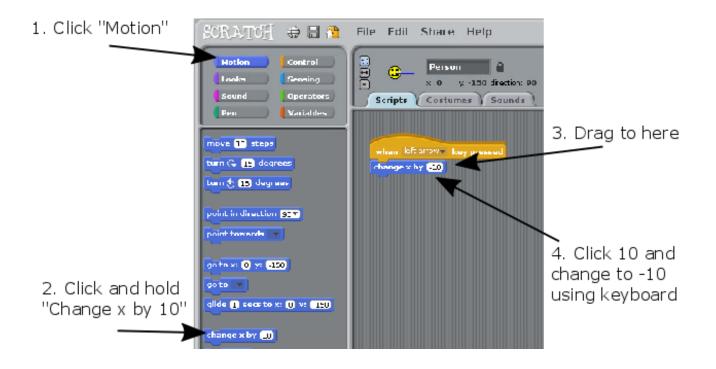
- 2. Click the Maximise Window button.
- 3. Select File menu, Open.
- 4. Click the Pi button.
- 5. Select Scratch and click OK.
- 6. Select simple-maze and click OK.

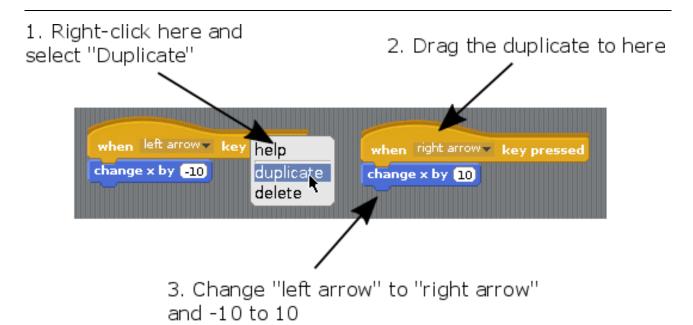




7. Select smaze1 and click OK. A green and blue maze should appear.

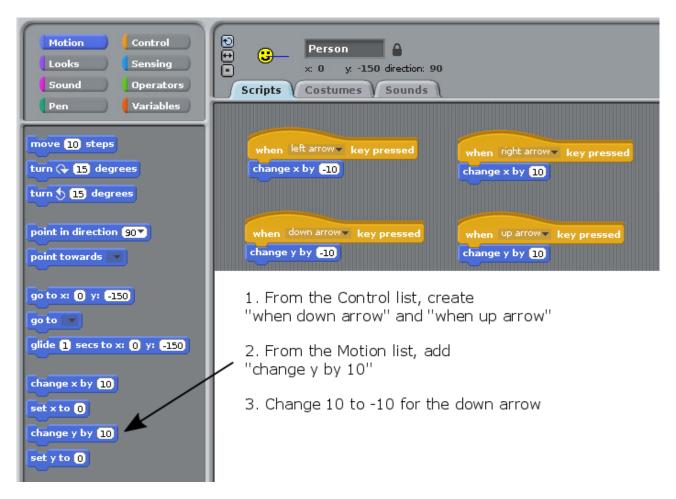






You should now be able to move the Smiley left and right, using the left and right arrow keys.

X is a "variable". A variable can hold a number or a word which can change. X measures left and right position.

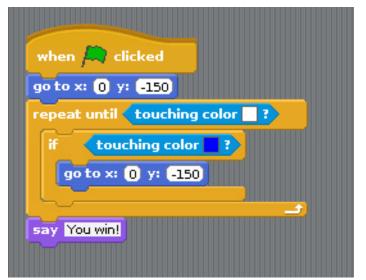


You should now be able to move the Smiley up and down, using the up and down arrow keys. The Y variable measures up and down position.

The Smiley can now move anywhere around the maze, including through the walls.

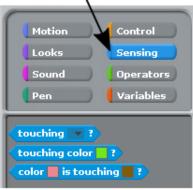
We need to add rules:

- To make the Smiley go back to the start if it hits a **blue** wall
- To say "You win!" if the Smiley reaches the white outline of the exit



Create this new block.

You will find "touching color" under the "Sensing" list.



To select a colour:



1. Click the colour box



2. Click the colour you need

To start a new game:



Click the green flag

What if you make a mistake?



Right-click any block and click "delete"

For teachers / Scout / Guide leaders:

Downloads available from http://www.cotswoldjam.org/downloads/beavers

To add the files to Raspbian, go to the terminal:



```
cd
mkdir -p "Scratch/simple-maze"
curl "http://www.cotswoldjam.org/downloads/beavers/cjam-scratch-simple-maze-code.zip" -0
unzip cjam-scratch-simple-maze-code.zip
exit
```

Note that -O is the capital letter O, not zero.