Maze Game Block Finder

MazeStarter.sb3: steer the Player to the community center, collect supplies, do not touch the walls. Click the **Player** in the sprite list to see its scripts and yellow notes.

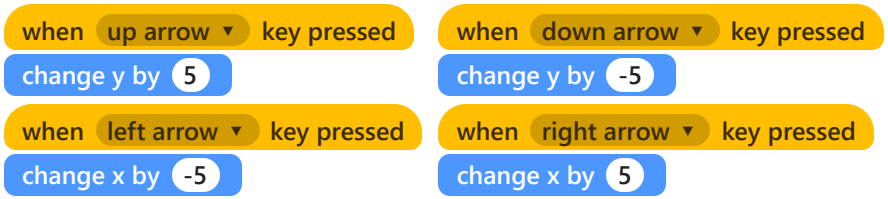
The colored dots, top to bottom on the left edge of the screen:

Motion · Looks · Sound · Events · Control · Sensing · Operators · Variables

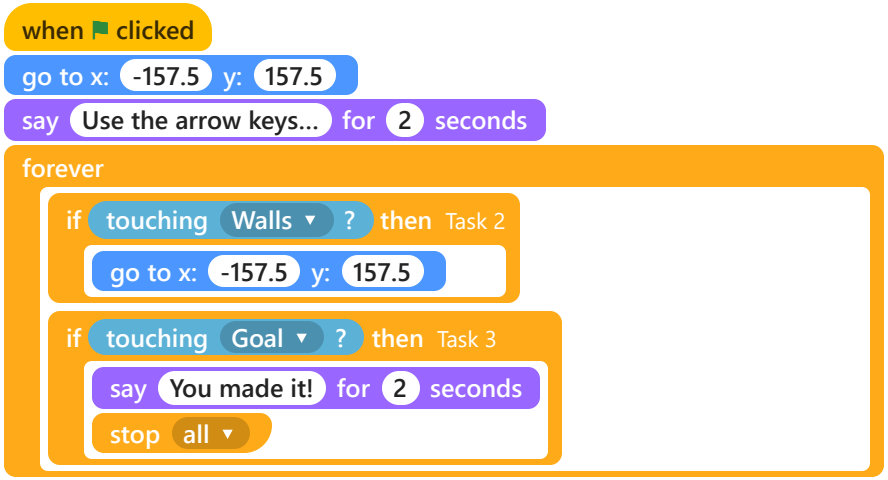
The finished Player scripts

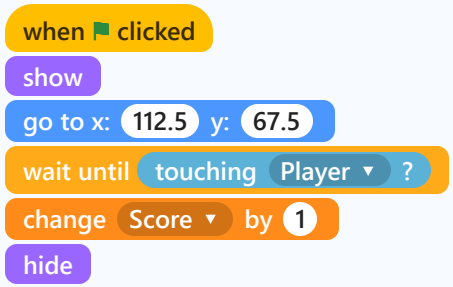
Orange-labelled parts are yours to add. Everything else is already there.

Task 1: four key scripts (the up arrow one is built; duplicate it three times)



Tasks 2 and 3: the rules go inside the forever





Peek: how a supply works (already built, click Water, First Aid, or Flashlight). It waits until the Player touches it, adds 1 to Score, and hides. Copy this idea to add your own collectable.

Where to find each block

Category	Block	What it does	When
Events	when up arrow key pressed	An EVENT: runs on that key	there
Motion	change y by 5	Up. Use -5 for down	there
Motion	change x by 5	Right. Use -5 for left	Task 1
Events	when ⚑ clicked	Starts the game	there
Motion	go to x: y:	Jumps to the start square	there
Looks	say ... for 2 seconds	The instructions bubble	there
Control	forever	A LOOP that keeps checking	there
Control	if ◇ then	A CONDITION. Two in the Parts Bin	Task 2, 3
Sensing	touching Walls ?	True when touching a wall	Task 2
Motion	go to x: y:	Back to start (the penalty)	Task 2
Sensing	touching Goal ?	True at the community center	Task 3
Looks	say You made it! for 2 seconds	The win message	Task 3
Control	stop all	Ends the game	Task 3
Control	wait until ◇	Pauses until it is true	supplies
Variables	change Score by 1	Adds a point to Score	supplies
Looks	show hide	Appear or vanish	supplies
Looks	set size to 25 %	Smaller Player, easier maze	Extra
Operators	Score = 3	Win only with all 3 supplies	Extra

Tips. Duplicate: right-click a hat block. Change the maze: **Walls** sprite → Costumes tab. Move the goal: drag it on the stage.