



Blinking Maze Game

Coder Resources

Project Sequence

(complete each step before moving to the next)

1. [Sign in and create a new project](#)
2. [Create levels](#)
 - a. Additional resources:
 - i. Video: [Image editor: Bitmap mode](#) (5:16)
 - ii. Video: [Image editor: Vector mode](#) (5:00)
3. [Add player controls](#)
4. [Create a restart function](#)
5. [Detect the walls](#)
6. [Create a goooooaaaaaIIIIIIIIII](#)
7. [Clean up your code with functions](#)
8. [Make a blinking sprite](#)
9. Have some friends play test your game and give you feedback
 - a. Make some adjustments based on the feedback
10. [Add in comments](#)

Project Extensions

(pick and choose extensions that sound interesting)

1. [Make a sprite follow the mouse](#)
2. [Create a roguelike challenge](#)
3. [Add variables \(Advanced\)](#)
4. [Share your project](#)
5. [Create a thumbnail](#)
6. [Learn even more Scratch tips](#)
7. [Learn how to use a micro:bit with Scratch](#)

Debugging Exercises

(practice your debugging skills by solving these bugs)

1. [Why can't we move Scratch cat around with the arrow keys?](#)
2. [Why does our cat blink and stay visible? I want the cat to blink and then disappear.](#)
3. [Why does Scratch cat meow when touching the wall but never restarts to the beginning of the level?](#)
4. ***micro:bit required*** [Why is it so hard to control the Player sprite with the micro:bit?](#)
5. [Even more debugging exercises](#)

Example Project and Files

(use these resources to see the original project, learn how to remix the project, or to challenge yourself)

1. Project: [Example project](#)
2. Video: [Project Preview](#) (1:47)
3. Video: [Remixing a project](#) (2:42)
4. Video: [How to reverse engineer a project](#) (2:29)

5. **Studio:** [See more projects like this one](#)