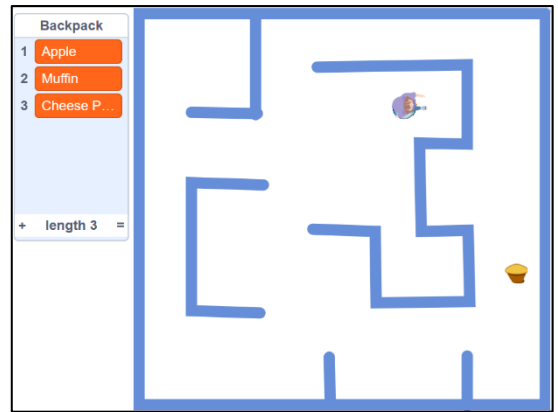# Gamer Backup Maze Game

Today we'll make a game with a backpack or inventory for all of the players treasures! We'll use a list to keep track of everything the player collects. After you make the basic game, keep coding and add your own ideas and make the game bigger and better!
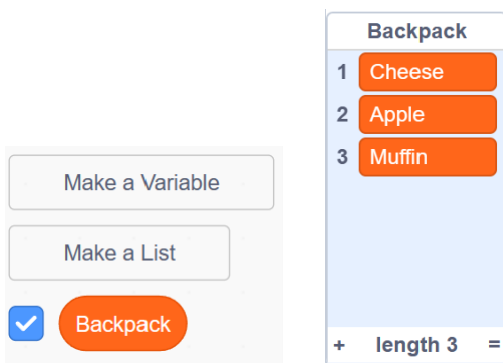
Code

Try to code on your own. If you get stuck, look on the back or ask for help.

Backdrops and Maze

- Create a new backdrop for each level of the maze.
- Use the **same solid color** for all of the walls.
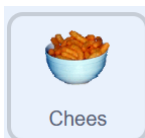- Create a new backdrop for Game Over

List Variables

Sprites

Player Sprite:

- Move the player using the arrow keys.
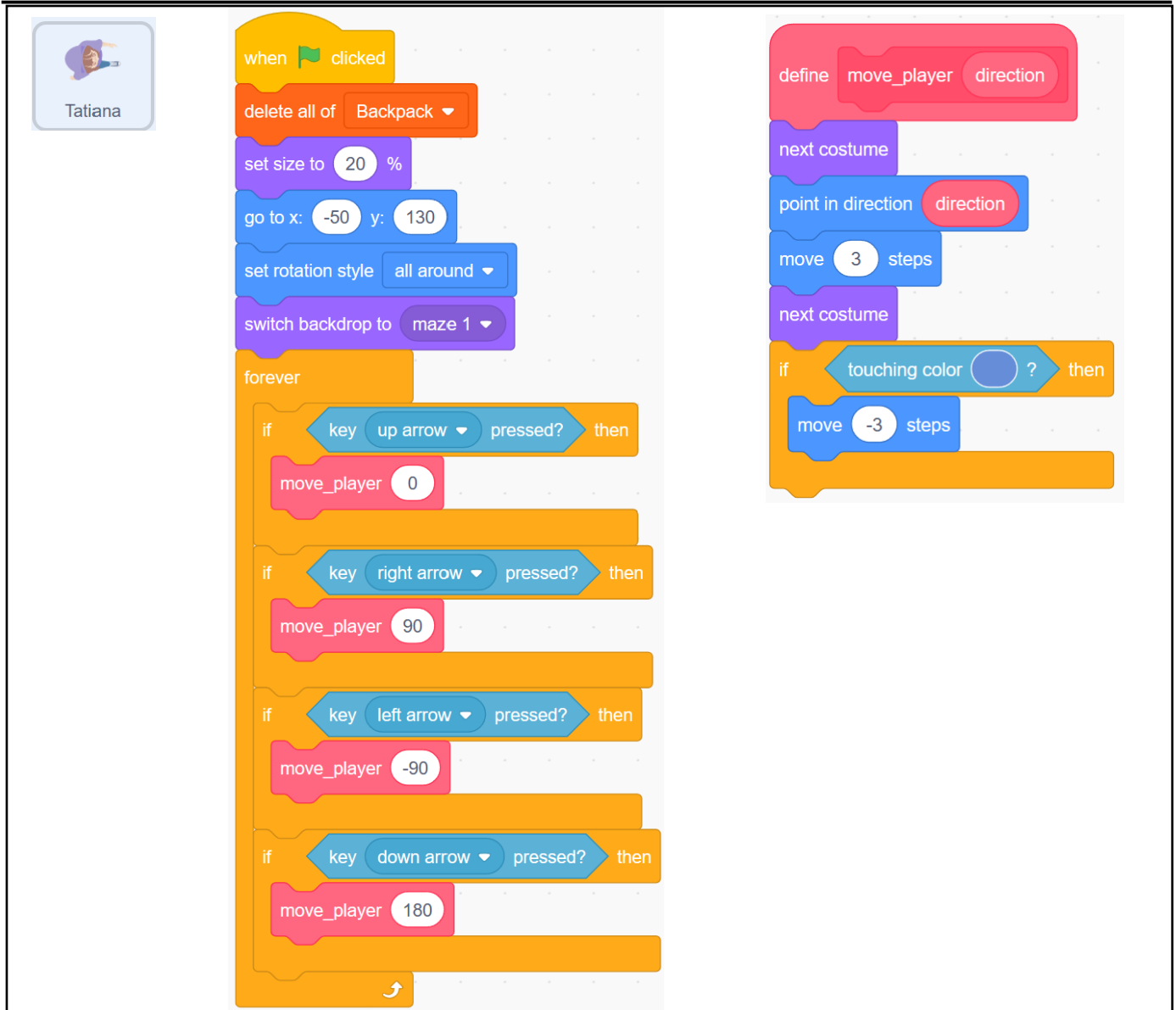- If touching color of wall, move back.

Treasure sprites:

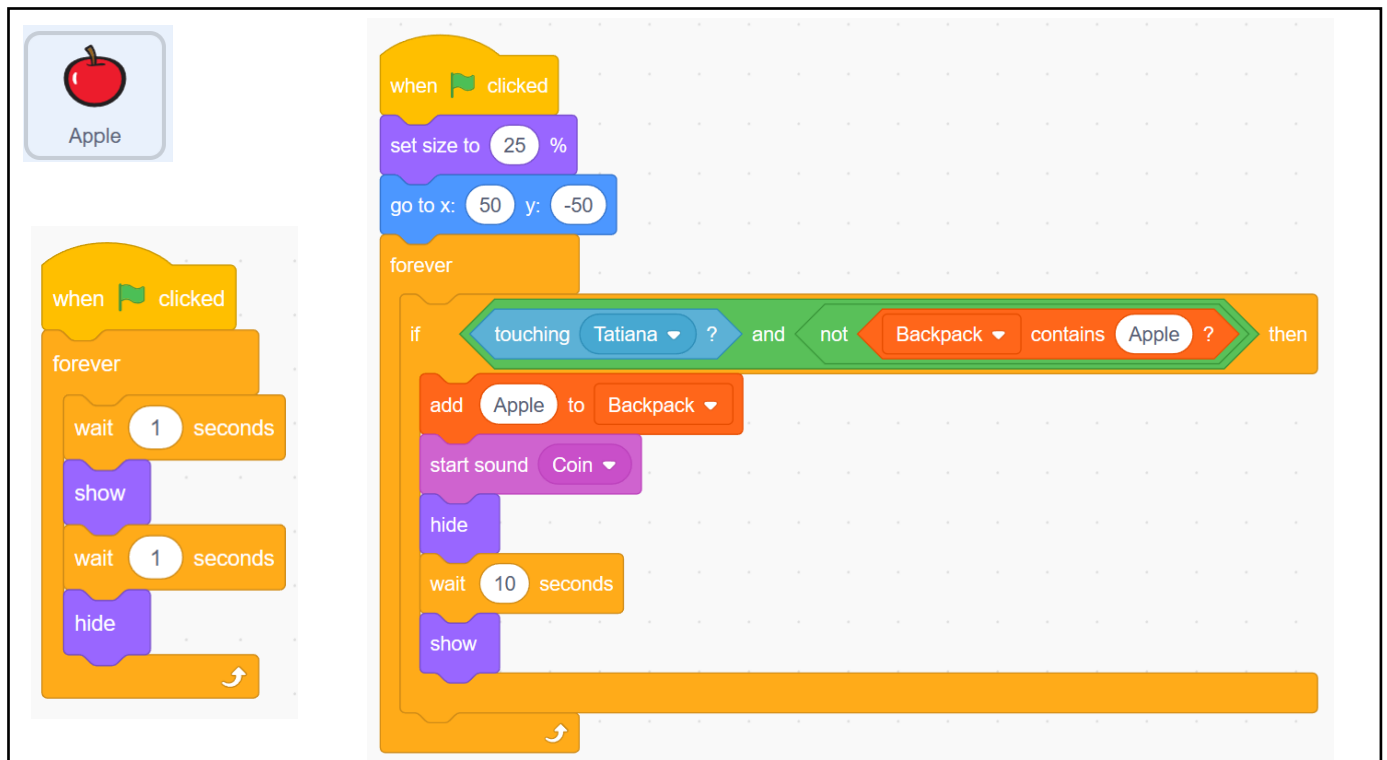- If touching player and not in backpack add item to the back pack.

Challenges

1. Add an enemy to chase the player.
2. Add a key item to pick up.
3. Add a locked door, if player has key in backup, open the door.
4. Add more levels.
5. Add sounds.
6. **Code your own ideas!**

Tatiana

```
when 🏳 clicked
delete all of Backpack ▾
set size to 20 %
go to x: -50 y: 130
set rotation style all around ▾
switch backdrop to maze 1 ▾
forever
    if key up arrow ▾ pressed? then
        move_player 0
    if key right arrow ▾ pressed? then
        move_player 90
    if key left arrow ▾ pressed? then
        move_player -90
    if key down arrow ▾ pressed? then
        move_player 180
```

```
define move_player direction
next costume
point in direction direction
move 3 steps
next costume
if touching color ( ) ? then
    move -3 steps
```

Apple

```
when 🏳 clicked
set size to 25 %
go to x: 50 y: -50
forever
    if touching Tatiana ▾ ? and not Backpack ▾ contains Apple ? then
        add Apple to Backpack ▾
        start sound Coin ▾
        hide
        wait 10 seconds
        show
```

```
when 🏳 clicked
forever
    wait 1 seconds
    show
    wait 1 seconds
    hide
```

Chees

```
when 🚩 clicked
show
set size to 25 %
go to x: 110 y: 90
forever
    if  touching Tatiana ? and not  Backpack contains Cheese ?  then
        add Cheese to Backpack
        start sound Coin
        hide
        wait 10 seconds
        show
```

Muffin

```
when 🚩 clicked
show
set size to 25 %
go to x: 220 y: -140
forever
    if  touching Tatiana ? and not  Backpack contains Muffin ?  then
        add Muffin to Backpack
        start sound Coin
        hide
        wait 10 seconds
        show
```

```
when 🚩 clicked
forever
    glide 1 secs to x: 220 y: 140
    glide 1 secs to x: 220 y: -149
```