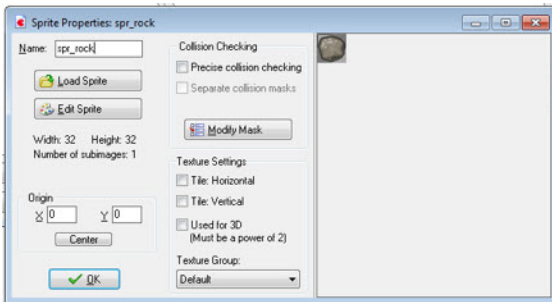


Creating a maze

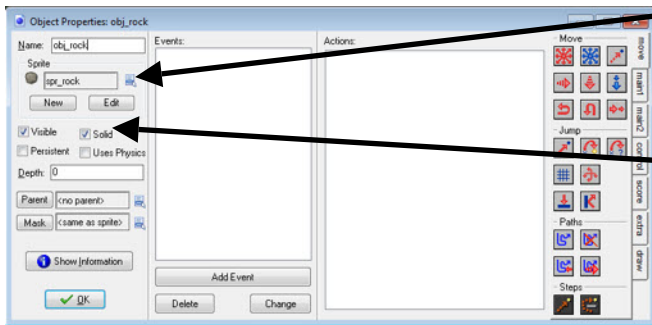
We need a solid object to create the walls of the maze.



Create and name a sprite for your wall. Either load a pre-prepared graphic or use the built in graphics tool to make one.



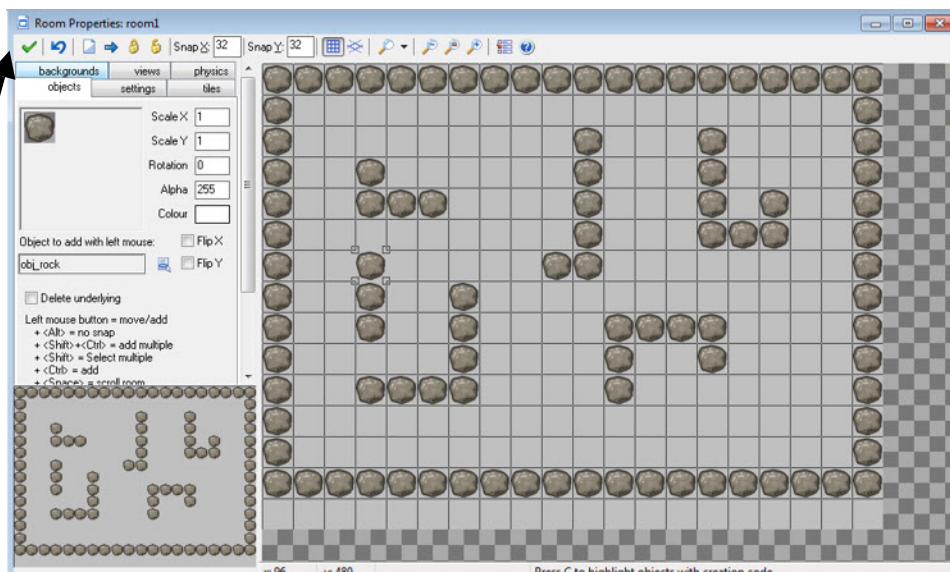
Create and name a new object. Tell it to use the sprite.



A wall block does not need to do anything, so we don't need any events or actions, but we do need to tick the box to make it solid.



Create a new room. Click on the room to add your wall blocks to make a maze. Make sure you put wall blocks all round the outside. Leave a space at the bottom to display your score and lives.



Click on the green tick to save your room, and then save your project.