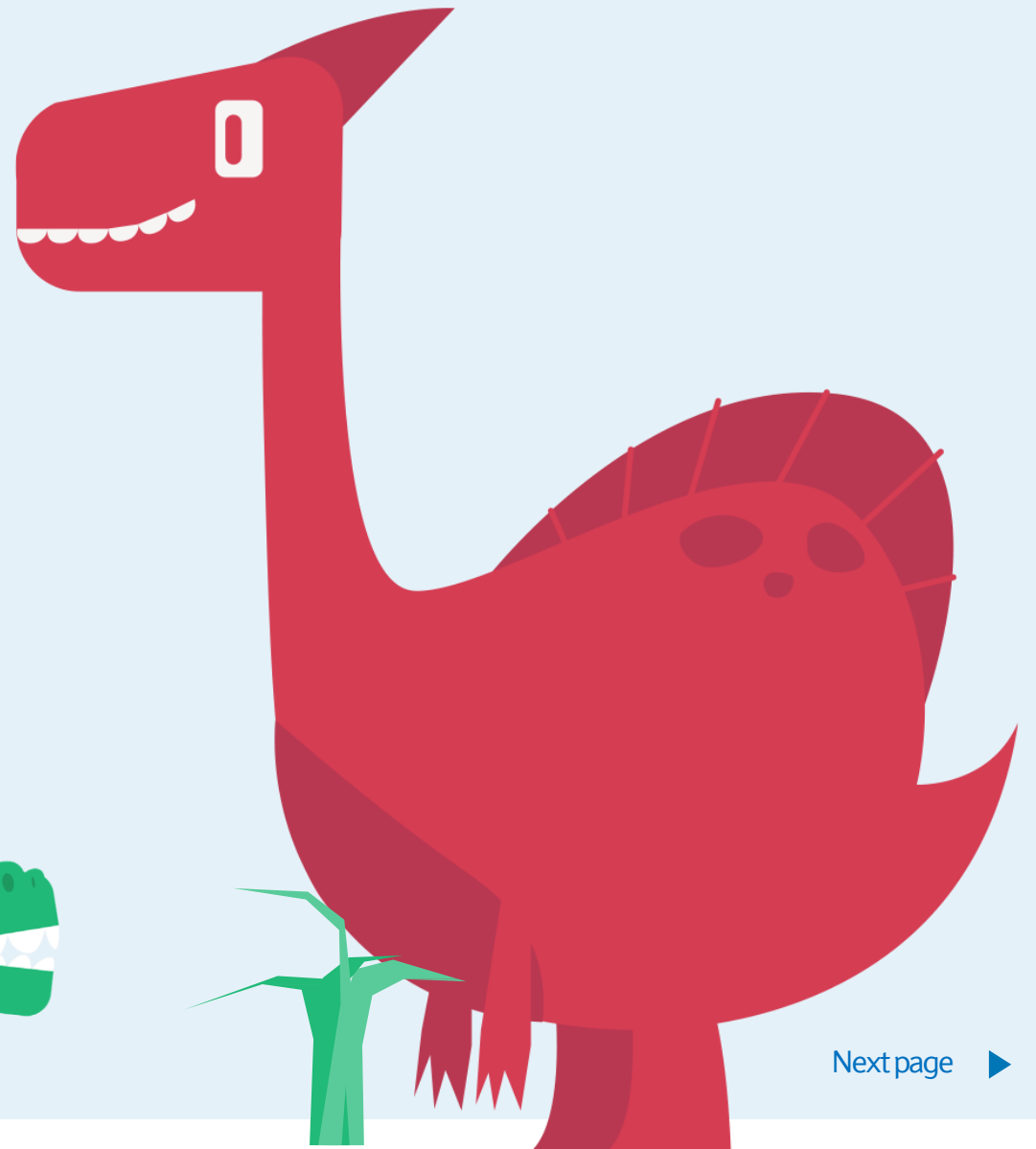


Student workbook

# Time wizard

Code Playground



Next page ►

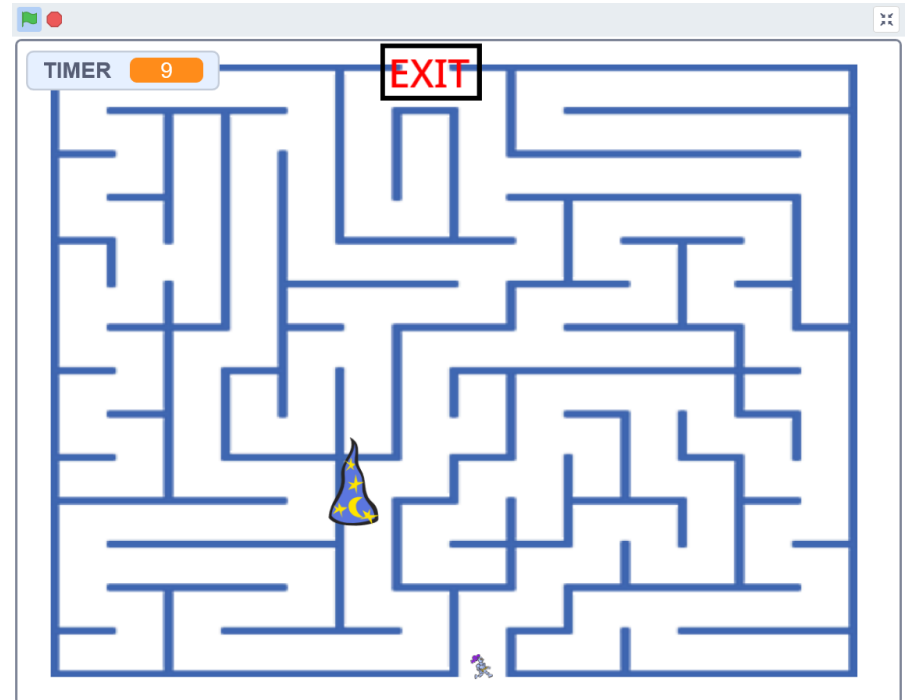
# Time wizard

Code Playground Live

Guide the knight through the maze to the exit as fast as you can. If you can catch the wizard's hat, time will slow down. Search for 'Time wizard' on the Scratch website and find the project created by Code Playground to get started.

This project is designed for Scratch 3.0 and will show you the basics of using variables.

Hope you enjoy the project!



# Time wizard

Code Playground Live

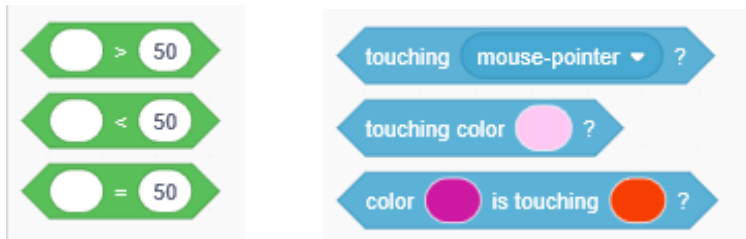
## Step 1

We've set up most of the project for you, but we still need to add some conditional statements to finish it off.

Conditional statements check 'if' something is true, 'then' the code will continue.

Conditional blocks are found in the orange control tab in the blocks section. They are sometimes also called C blocks because of their shape.

You can easily identify a conditional block, if it contains a diamond shaped space to add another block.



The diamond shaped blocks are called 'Booleans' and they are the conditions that are checked before moving on to the rest of the code.

Boolean blocks can be found in the green operators section, and the light blue sensing section and will always be true or false.

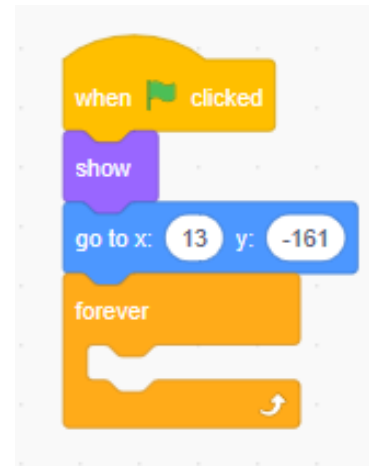
# Time wizard

Code Playground Live

## Step 2

Let's start by coding the Knight sprite. We need to guide the knight through the maze using the arrow keys. We can use conditionals to do this.

We've already put together this code for you, but there's nothing inside the 'forever' loop.



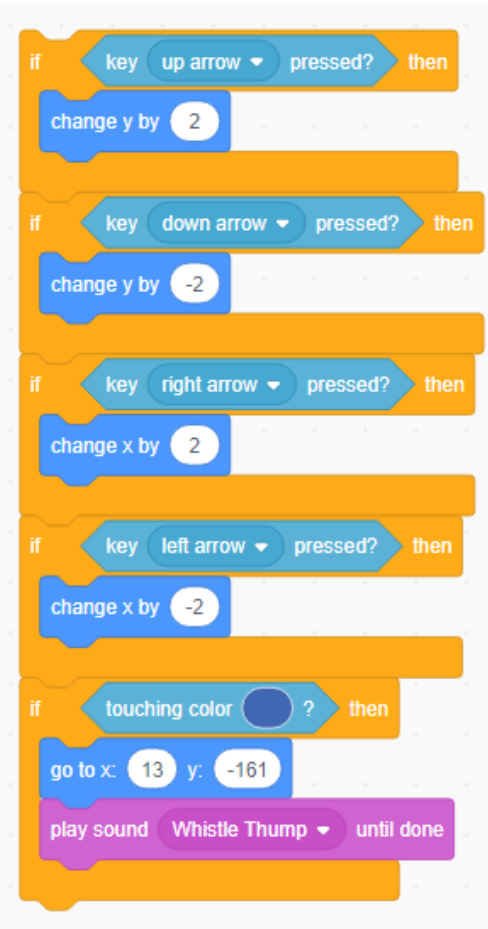
# Time wizard

Code Playground Live

## Step 3

Add these blocks to your script to complete the knight sprite.

Make sure they all go inside the 'forever' loop.

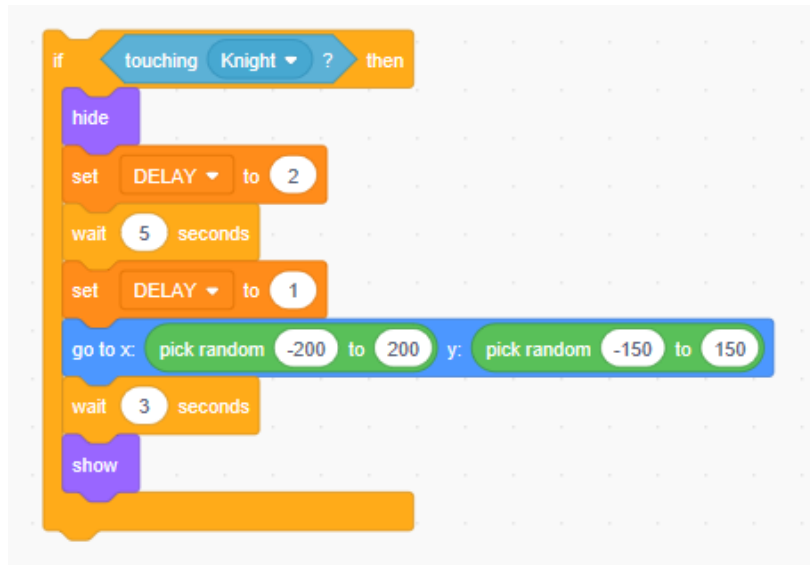


# Time wizard

Code Playground Live

## Step 4

Now let's code the wizard hat sprite. Click on the icon in the sprite area to add new blocks.



This conditional statement controls what happens if the Knight catches the wizard hat – time slows down and the hat disappears again and moves to a new position in the maze.

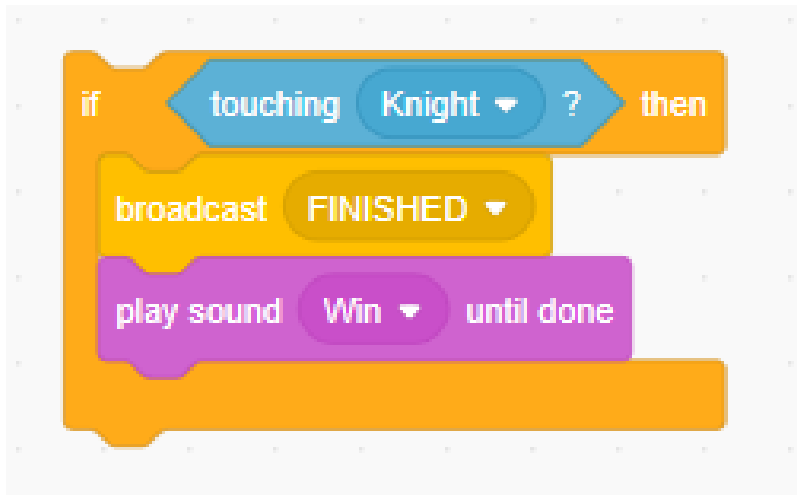
This should go inside the forever loop, at the bottom.

# Time wizard

Code Playground Live

## Step 5

Finally, let's finish by coding the EXIT sprite. Click on the image in the sprite area to add new blocks.



This conditional statement controls what happens when the knight reaches the exit. This should go inside the forever loop.

When you have added these blocks, your game is ready to play! How quickly can you get the knight to the exit?

# Time wizard

Code Playground Live

## Level up!

- Design your own maze by creating a new backdrop with the paint feature.
- Add in new obstacles by choosing new sprites and deciding what impact they have on your game.
- Add an instructions page to your project by adding a new backdrop.



# Notes

## Code Playground