

# He can go through walls

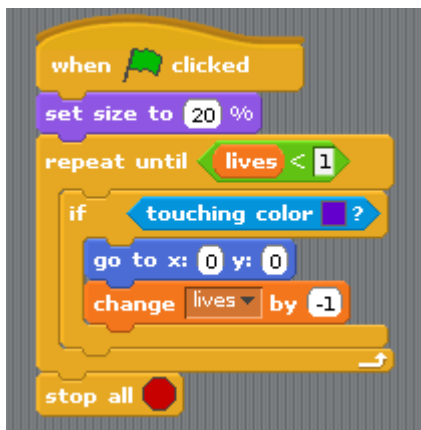
**1** Hang on a second.... The cat can walk straight through walls! That's not right. Click on the cat again and select the scripts tab if it is not already on that.

We need to do a few things to get our cat under control.

We need it to be a bit smaller so it fits in our nice new maze.

We need to stop him going through walls

...and we need to check he is still alive.



When you come to the line that says 'touching colour' click on the little square box and then click on the line of your maze. The box should change to that colour. If it goes white, you missed the line. Try again.

This means if you touch the line you lose a life.

Repeat until the lives have run out. That should do it.

When he dies (poor cat) he goes back to the middle of the screen. If your maze goes through this point he will die again and again and the game will end.

There are two fixes for this.

You will need to either move the walls a bit so he lands in a safe space or change the x, y location the cat lands in so it is not right there.

## 2 The game is finished !

Is that it ? Can we go home now ?

No chance ! I've given you a game that is pretty A-Maze-ing. But you can make it far better. Customise it now and add your own features to the game.

Here are some ideas -

- \* More bad guys
- \* Better bad guys who know how to go round the maze.
- \* Food that moves (my cat would LOVE that)
- \* Sound effects
- \* A better maze
- \* More than one maze - it could change as you get to level 2, and level 3, and.....
- \* A teleport button - for those moments when the cat is totally stuck  
(again my cat would also love that)

and most importantly-

- \* Your ideas