

Maze Madness

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

In this lesson, students will learn to create an engaging arcade game using MakeCode Arcade. They will design a character, control it with buttons, draw a maze for navigation, and set a game goal. The lesson also covers skills like sprite creation, coding for character movement, maze design, camera control, and game-winning conditions.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in creating and controlling a character sprite in MakeCode Arcade.
- Understand and apply the concept of drawing and setting up a maze for character navigation.
- Learn to set up and implement game goals using different tiles.
- Gain proficiency in using code to detect sprite overlaps and trigger game outcomes.
- Enhance problem-solving and creative thinking skills through game development.

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HOW THE LESSON RUNS	
Introduction	
Create a new Arcade project	
Create a sprite	
Move with the buttons	
Draw your maze	
Set the walls of your map	
Camera follow the sprite	
Add a goal tile	
Win the game	
Wrap up	