

Escape

Aim: To find keys to get through doors into new rooms.

Make a Variable

Sprites, Scripts and Variables

- box
- object
- picture
- room

Key

1



key1
40x19

2



key2
40x19

3



key3
29x18

4



key4
19x19

```
when clicked
  go to x: -142 y: -77
  switch costume to key1
  hide

when I receive GetKey
  go to front
  show
  glide 1 secs to x: mouse x y: mouse y
  switch costume to key2
  wait 0.2 secs
  switch costume to key3
  wait 0.2 secs
  switch costume to key4
  wait 0.5 secs
  broadcast HideKey
  broadcast Exit

when I receive ShowKey
  go to front
  show

when I receive HideKey
  if room = 2 then
    go to x: -150 y: 75

if room = 3 or room = 5 or room = 6 then
  go to x: 147 y: -98
  switch costume to key1
  go back 1 layers
  hide
```

Exit

1



exit1
47x57

2



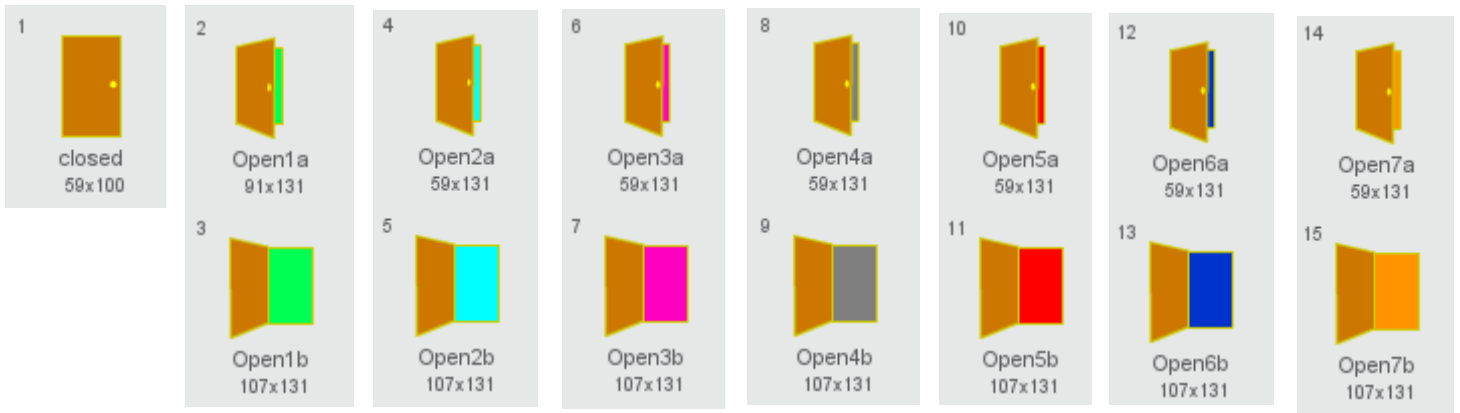
exit2
47x57

```
when clicked
  go to x: 0 y: -70
  set size to 100 %
  hide

when I receive DoorClosed
  go to x: 0 y: -70
  set size to 100 %
  hide

when I receive Exit
  broadcast DoorOpen
  go to front
  show
  repeat 10
    wait 0.3 secs
    next costume
    change y by 3
    change size by -5
  broadcast DoorClosed
```

Door



```

when clicked
  go to x: 0 y: 0
  switch costume to closed

when I receive HideBeetle
  go to front
  
```

```

when I receive DoorOpen
  switch costume to join join Open room a
  wait 0.3 secs
  switch costume to join join Open room b
  
```

```

when I receive DoorClosed
  switch costume to join join Open room b
  wait 0.3 secs
  switch costume to closed
  broadcast HideKey
  
```

Keyhole



Keyhole

```

when clicked
  go to x: 22 y: -7
  go to front
  show

when I receive DoorOpen
  hide

when this sprite clicked
  broadcast GetKey

when I receive ShowKey
  go to front
  show
  
```

ToDo

```

when I receive ToDo
  switch costume to join Do room
  show

if room = 2 then
  broadcast Picture

if room = 3 then
  broadcast Box

if room = 4 then
  broadcast WhatToDo

if room = 5 then
  broadcast NowWhat

if room = 6 then
  broadcast GoBeetle

if room = 7 then
  broadcast ThatsAll
  
```

```

when clicked
  go to x: 0 y: 125
  switch costume to Do1
  show

when I receive Open
  hide
  
```

- Do1 180x35
- Do2 188x35
- Do3 126x35
- Do4 122x35
- Do5 111x35
- Do6 92x35
- Do7 141x53

Click on the keyhole

Click on the picture

Open the box

What To Do?

Now What?

Go Beetle

That's All Folks
For Now

Picture



```
when clicked
  switch costume to sailboat5
  go to x: -150 y: 80
  hide

when I receive Picture
  show

when I receive Box
  glide 1 secs to x: -150 y: 80
  show

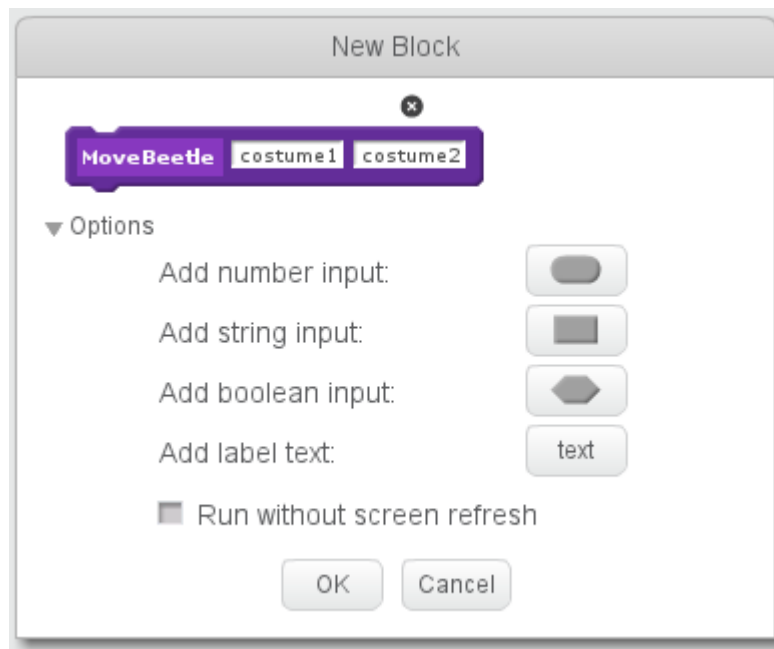
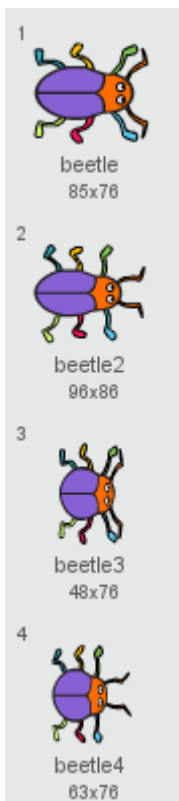
when I receive OpenBox
  glide 1 secs to x: -150 y: 80
  show
```

```
when this sprite clicked
  if object = 1 then
    glide 1 secs to x: -150 y: -75
    change object by 1
    broadcast ShowKey

  if object = 3 then
    glide 1 secs to x: -150 y: -75
    change object by 1
    broadcast ShowMuffin

  if object = 5 then
    go to x: -150 y: 80
    set picture to pick random 1 to 5
    switch costume to join sailboat picture
    broadcast Box
```

Beetle



```
define MoveBeetle costume1 costume2
```

```

when clicked
  go to x: -158 y: 83
  hide

```

```

when I receive ShowMuffin
  show

```

```

define MoveBeetle costume1 costume2
  move 5 steps
  switch costume to costume1
  wait 0.1 secs
  move 5 steps
  switch costume to costume2
  wait 0.1 secs

```

```

when this sprite clicked
  if room = 6 then
    broadcast OpenBox

```

```

when I receive HideBeetle
  turn 180 degrees
  repeat 10
    MoveBeetle beetle1 beetle2
  turn 90 degrees
  repeat 10
    MoveBeetle beetle3 beetle4
  hide
  broadcast OpenBox

```

```

when I receive GoBeetle
  go to x: 0 y: -15
  turn 180 degrees
  show
  repeat 10
    MoveBeetle beetle3 beetle4
  turn 90 degrees
  repeat 10
    MoveBeetle beetle1 beetle2
  hide

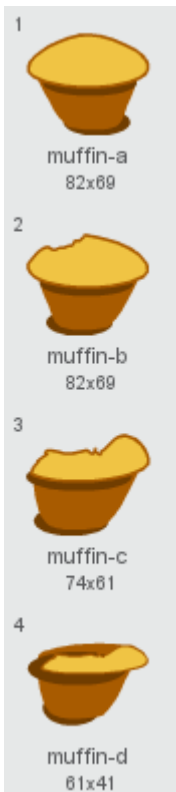
```

```

when I receive GetBeetle
  go to front
  set size to 50 %
  switch costume to beetle1
  show
  point in direction 90
  repeat 2
    turn 90 degrees
    repeat 10
      MoveBeetle beetle3 beetle4
    turn 90 degrees
    repeat 10
      MoveBeetle beetle2 beetle1
  repeat until touching Muffin ?
  MoveBeetle beetle2 beetle1
  if touching Muffin ? then
    broadcast EatMuffin

```

Muffin



```

when clicked
  go to x: 145 y: -100
  switch costume to muffin-a
  set size to 50 %
  hide

```

```

when this sprite clicked
  if box = 0 then
    change box by 1
    go to x: 145 y: -100
    broadcast GetBeetle

```

```

when I receive ShowMuffin
  go to x: 145 y: -100
  go to front
  show

```

```

when I receive OpenBox
  hide

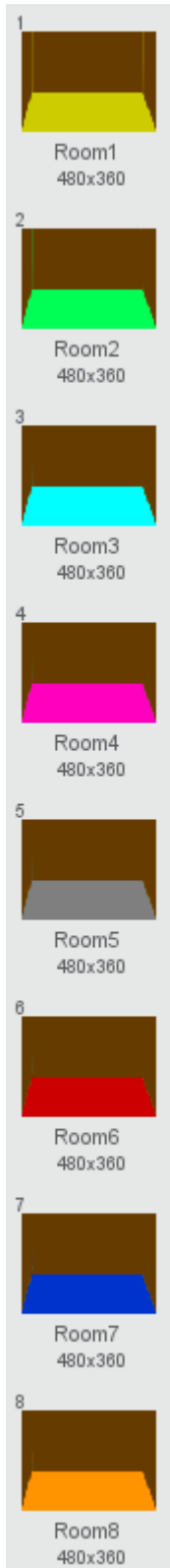
```

```

when I receive EatMuffin
  repeat 3
    next costume
    wait 0.2 secs
  broadcast HideBeetle
  hide

```

Backdrops



```
when green flag clicked
  switch backdrop to Room1
  set room to 1
  set object to 1
  set box to 0
  set picture to 1
```

```
when I receive DoorClosed
  change room by 1
  switch backdrop to join Room room
  broadcast ToDo
```

Save and Test