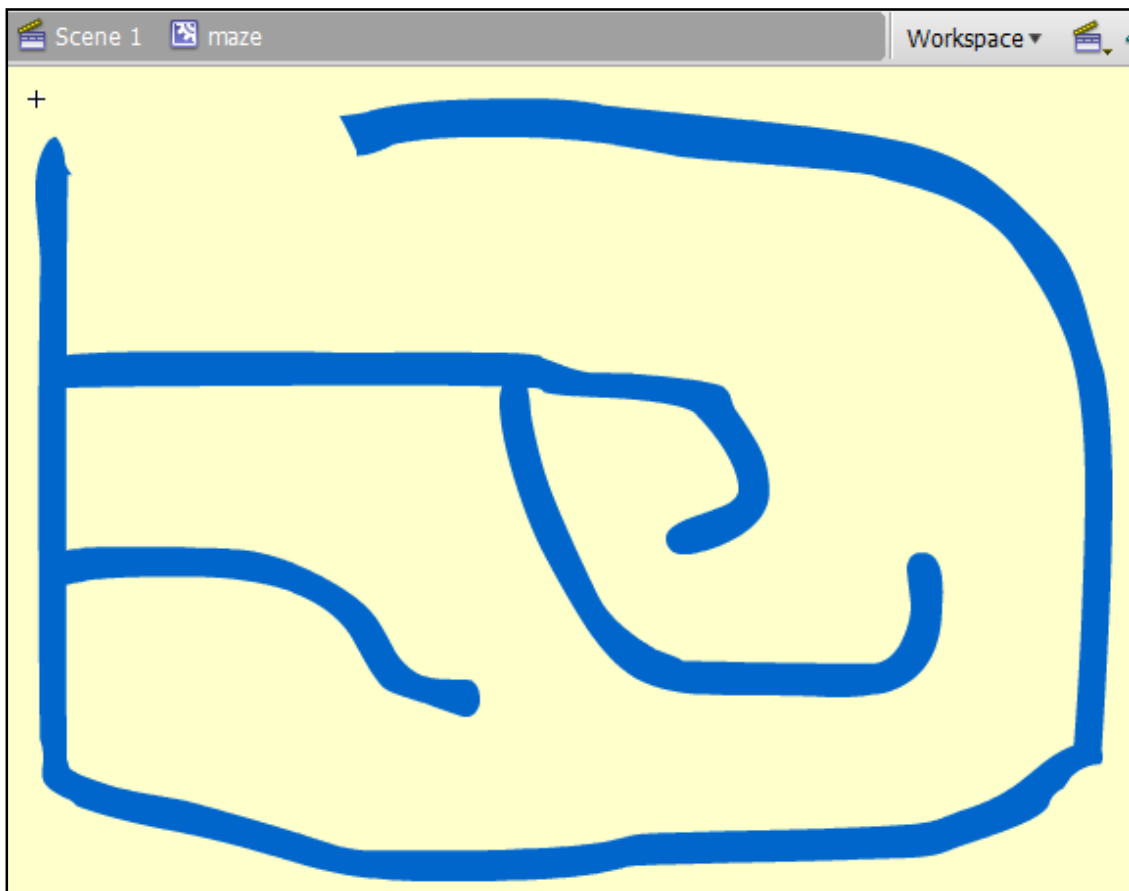


Simple Maze Game

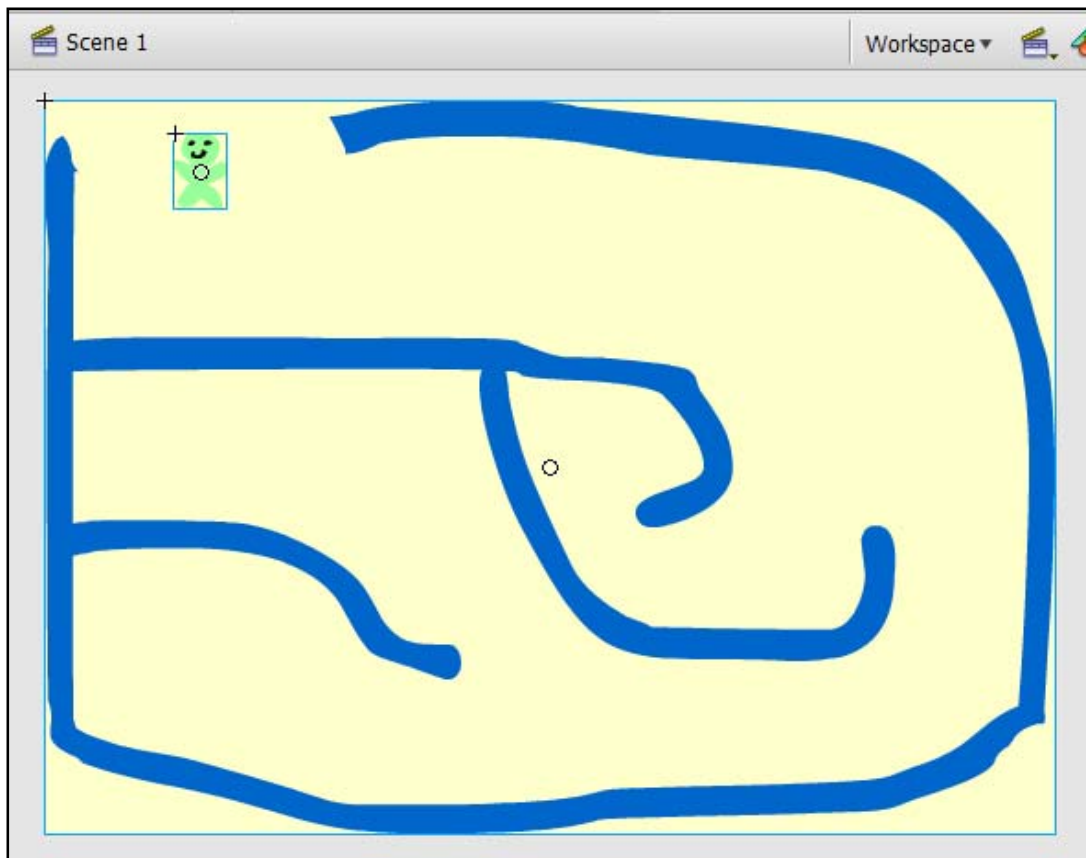
Step 1: insert a new movie clip, call it **dude** and draw a dude:



Step 2: Go back to Scene 1, and this time insert another new movie clip, call it **maze** and draw a maze:



Step 3: Drag both the **dude** and the **maze** movie clips onto the stage into *frame 1 layer 1*. Give the dude the instance name **dude** and the maze the instance name **maze**.



Step 4: Left-click on the dude movie clip (so it is selected) and hit F9. Add this code to the dude:

```
onClipEvent(enterFrame){
    if(Key.isDown(Key.UP)){
        this._y -= 3;}
    else if(Key.isDown(Key.DOWN)){
        this._y += 3;}
    if(Key.isDown(Key.LEFT)){
        this._x -= 3;}
    else if(Key.isDown(Key.RIGHT)){
        this._x += 3;}

    if(_root.maze.hitTest(_x+(_width/2),_y,true)){
        this._x -= 3;}
    if(_root.maze.hitTest(_x-(_width/2),_y,true)){
        this._x += 3;}
    if(_root.maze.hitTest(_x,_y+(_height/2),true)){
        this._y -= 3;}
    if(_root.maze.hitTest(_x,_y-(_height/2),true)){
        this._y += 3;}
}
```

Step 5: Save and test. Adjust the dude's position slightly in the movie clip if it is slightly off centre.

Source for this tutorial - <http://www.tutorialized.com/view/tutorial/Making-a-Maze/20137>