

Labirintus játék

The image displays a Scratch project titled "Labirintus játék" (Maze Game). The interface is divided into three main sections: a script area on the left, a maze stage in the center, and a stage area on the right.

Script Area: The code begins with a "when green flag clicked" event, followed by a "say Hello! for 2 sec" speech bubble. A "go to x: 25 y: -170" block moves the monkey character to the start of the maze. A "forever" loop contains three conditional blocks:

- Up Arrow Pressed:** If the "up arrow" key is pressed, the y-coordinate is decreased by 4, and the next costume is selected.
- Down Arrow Pressed:** If the "down arrow" key is pressed, the y-coordinate is increased by 4, and the next costume is selected.
- Right Arrow Pressed:** If the "right arrow" key is pressed, the x-coordinate is increased by 4, and the next costume is selected.

Maze Stage: The maze is a square grid with a black border and internal walls. A small monkey character is positioned at the top center, and a banana is at the bottom center.

Stage Area: The "Sprite" panel shows the "Monkey" sprite. The "Costume" panel displays the "maze" costume. The "Size" is set to 10, and the "Direction" is 90 degrees. The "Background" panel shows a single background image.

