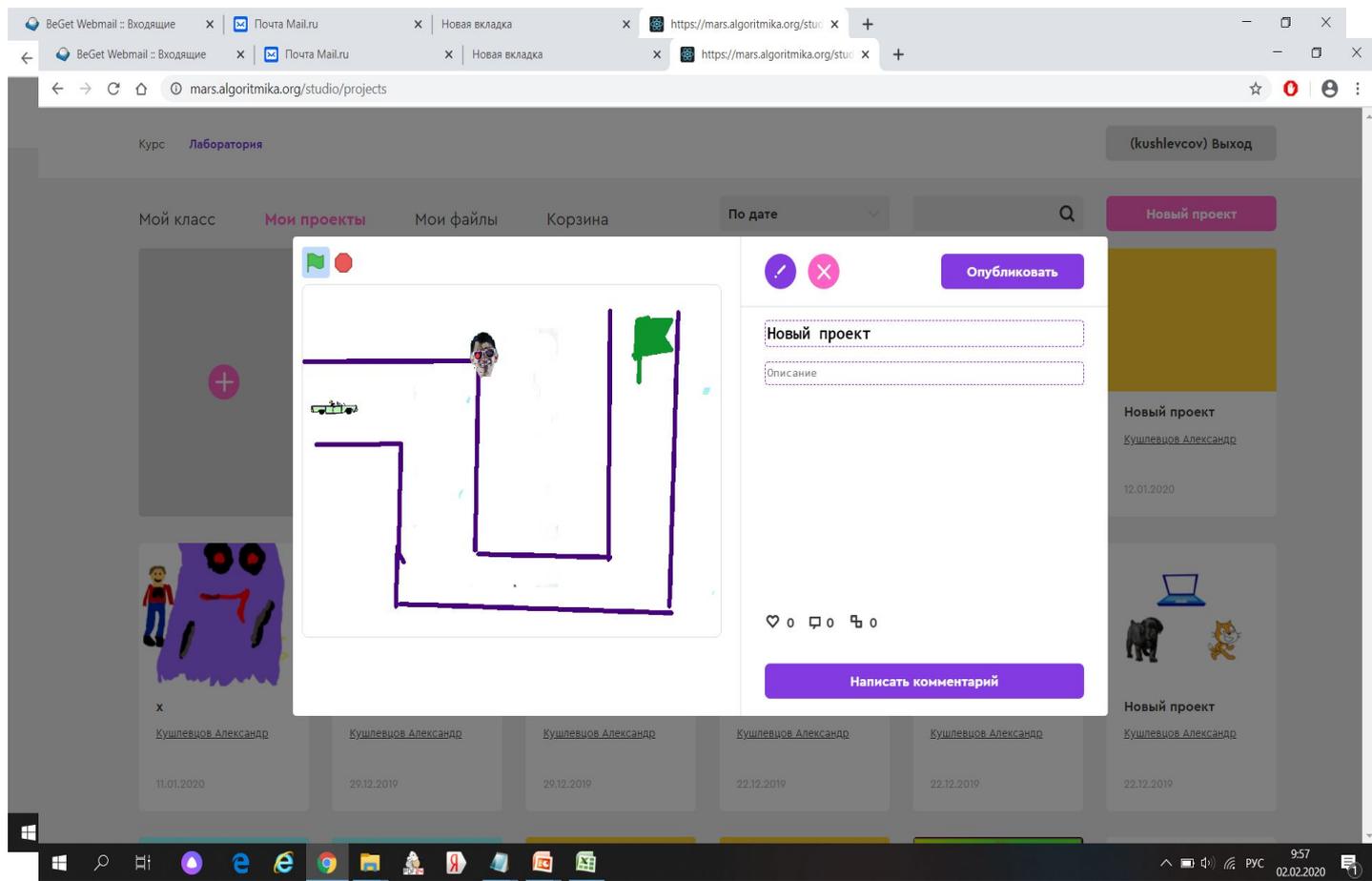


# КУШЛЕВЦОВ АЛЕКСАНДР

Проект Лабиринт февраль 2020

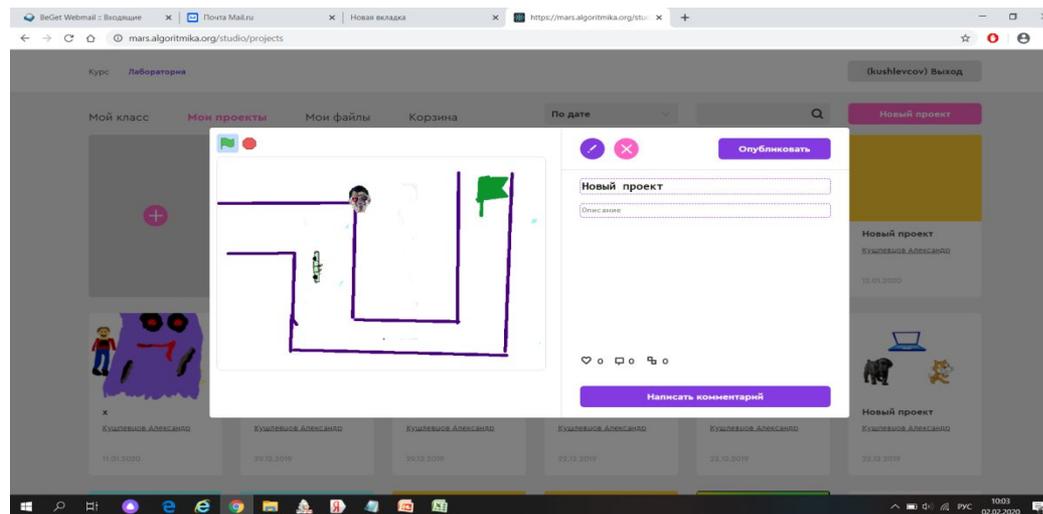
# ЦЕЛЬ: ПРОЙТИ ЛАБИРИНТ



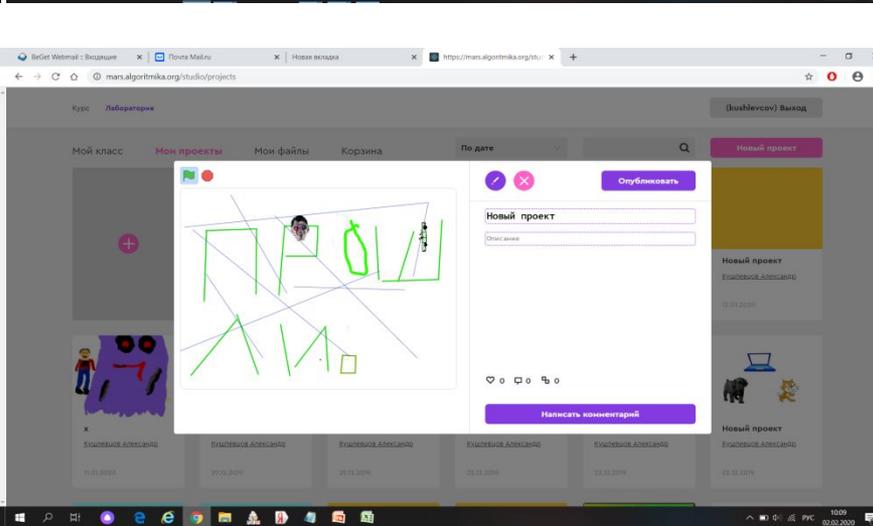
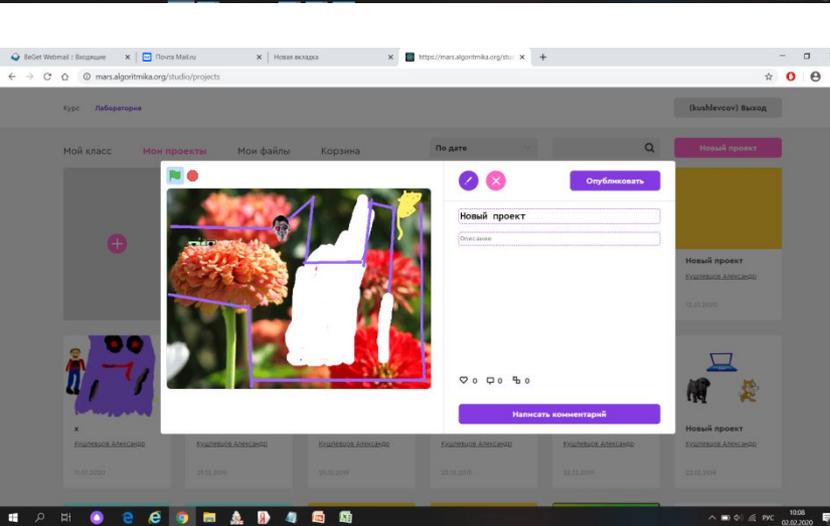
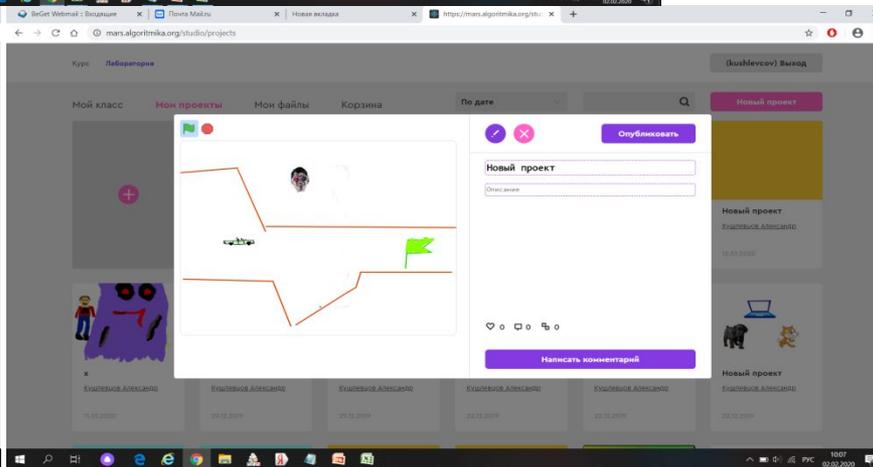
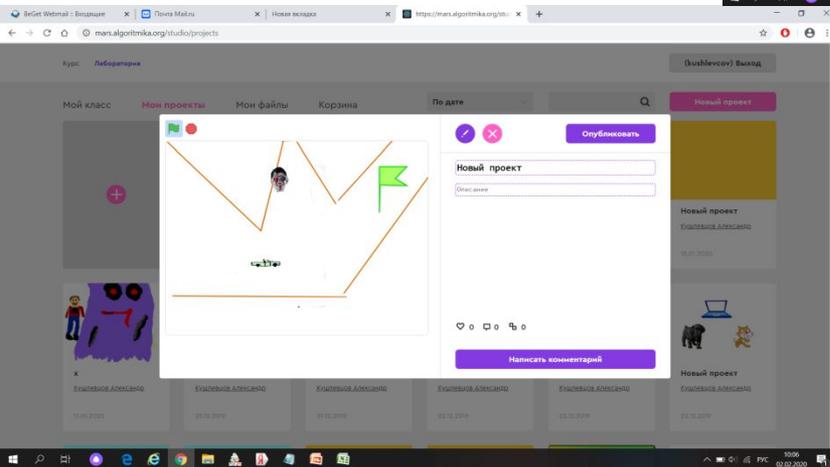
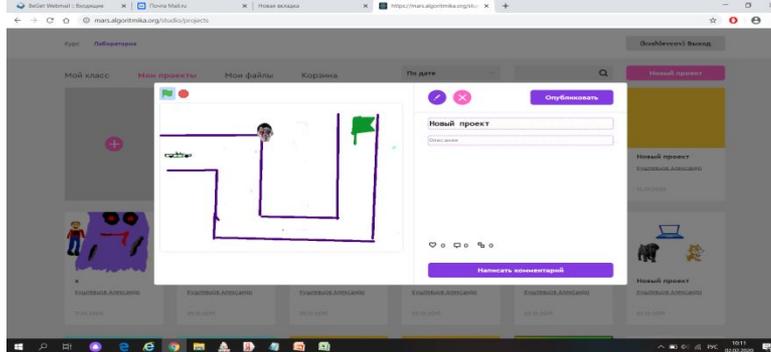
# ОПИСАНИЕ:

1. УПРАВЛЕНИЕ СТРЕЛКАМИ  
ВЛЕВО, ВПРАВО, ВВЕРХ, ВНИЗ.

2. НЕЛЬЗЯ КАСАТЬСЯ  
СТЕНОК\_ ИГРА СНАЧАЛА.



# УРОВНИ:



# ПРОГРАМА:

This screenshot shows the Scratch editor interface for a maze game. The browser address bar displays `mas.algoritmika.org/scratch/editor?project=4613955`. The top navigation bar includes "Назад в лабораторию", "Сохранить", and "Выход kushlevcov". The interface features a "Код" (Code) tab, a "Новый проект" (New Project) title, and a "Редитировать" (Edit) button. The left sidebar contains various tool categories: Внешний вид (Appearance), Звук (Sound), События (Events), Управление (Control), Сенсоры (Sensors), Операторы (Operators), and Переменные (Variables). The main workspace shows a script for a character named "Игоря" (Igor) that starts when the green flag is clicked. The script includes several "если касаются цвета" (if touching color) blocks that trigger actions like "переместиться в направлении" (move in direction), "следующий фон" (next background), and "изменить размер на" (change size by). The stage area displays a maze with a character and a green flag. The bottom status bar shows the time as 10:13 on 02.02.2020.

This screenshot shows the Scratch editor interface for a maze game, similar to the first screenshot but with a different script. The browser address bar displays `mas.algoritmika.org/scratch/editor?project=4613955`. The top navigation bar includes "Назад в лабораторию", "Сохранить", and "Выход kushlevcov". The interface features a "Код" (Code) tab, a "Новый проект" (New Project) title, and a "Редитировать" (Edit) button. The left sidebar contains various tool categories: Внешний вид (Appearance), Звук (Sound), События (Events), Управление (Control), Сенсоры (Sensors), Операторы (Operators), and Переменные (Variables). The main workspace shows a script for a character named "Игоря" (Igor) that starts when the green flag is clicked. The script includes several "если касаются цвета" (if touching color) blocks that trigger actions like "переместиться в направлении" (move in direction), "следующий фон" (next background), and "изменить размер на" (change size by). The stage area displays a maze with a character and a green flag. The bottom status bar shows the time as 10:14 on 02.02.2020.

**СПАСИБО ЗА ВНИМАНИЕ!**