

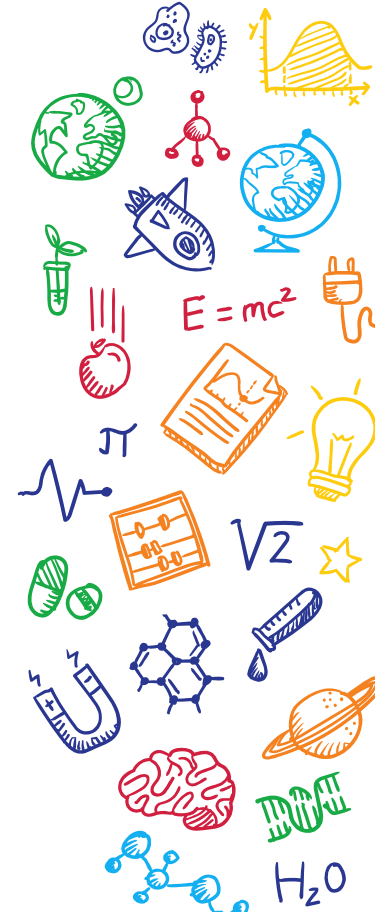
Beetle in the Maze



Setting up the Stage

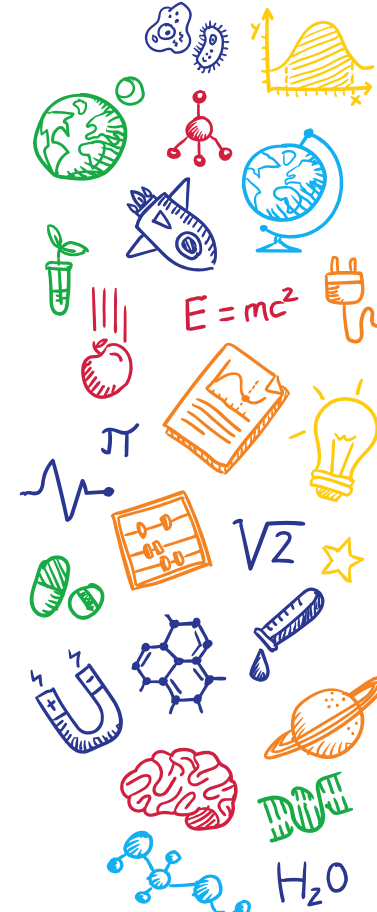
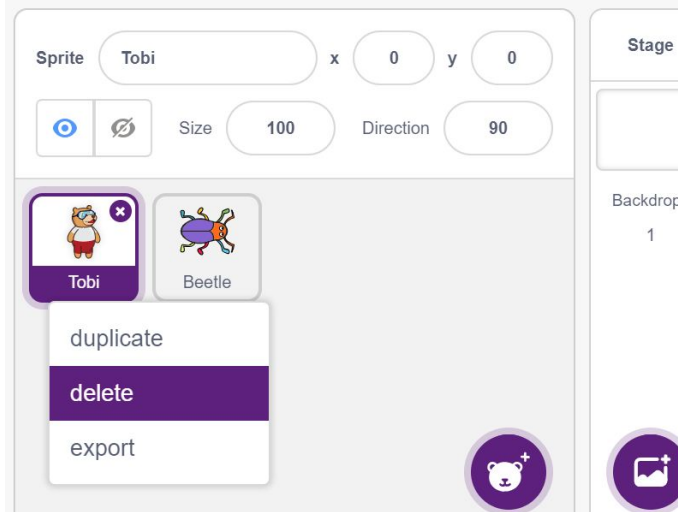
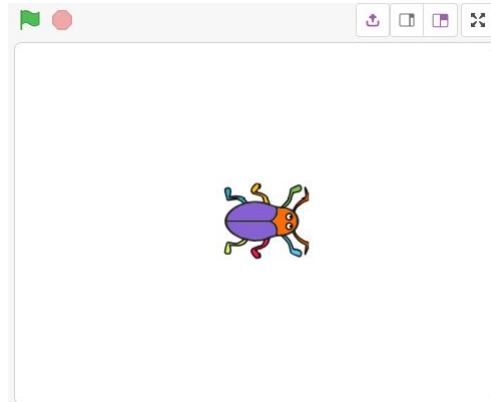
Setting up the Stage

- Right below the stage, you will see a purple button with a bear on it. Take the cursor over it and select ***Choose a Sprite***; the sprite library will open.
- Select the beetle sprite from the library.



Setting up the Stage

- Now, there are two sprites: beetle and Tobi.
- Right click on the icon for Tobi (below the stage) and click on the delete option.



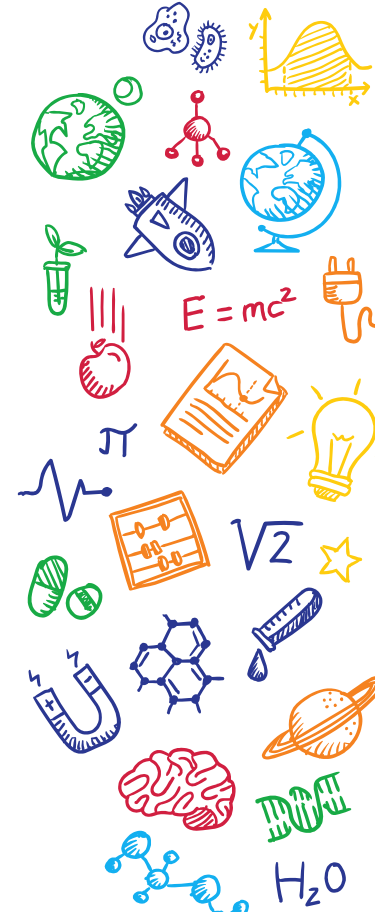
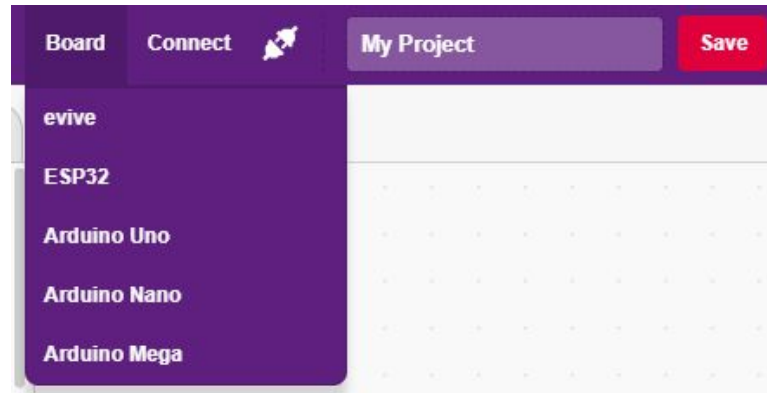
Setting up the Stage

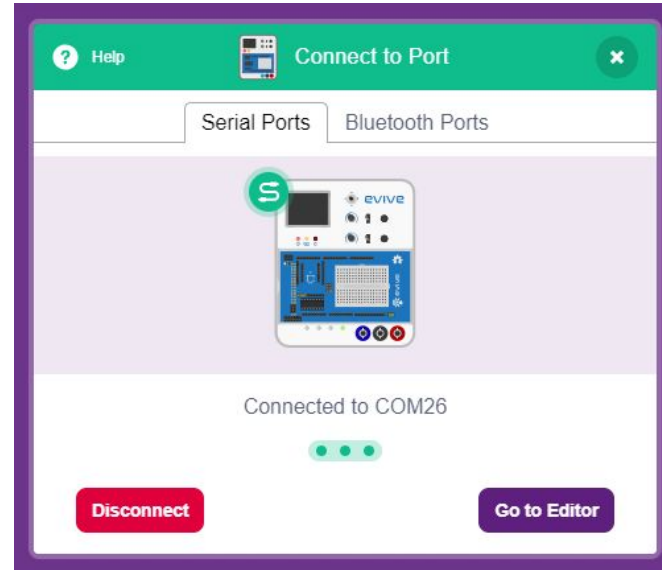
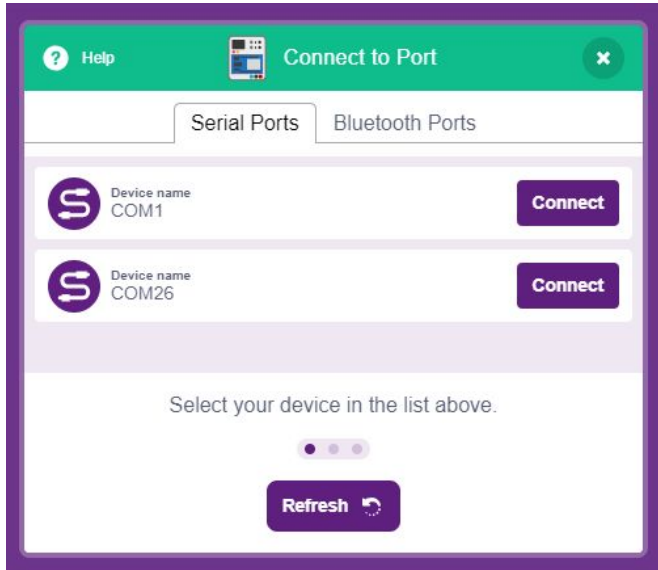
- Click on the purple colored icon which says ***Choose a Backdrop***.
- Select the maze backdrop from the library.

Giving the Beetle Its Moves

Interfacing evive with PictoBlox

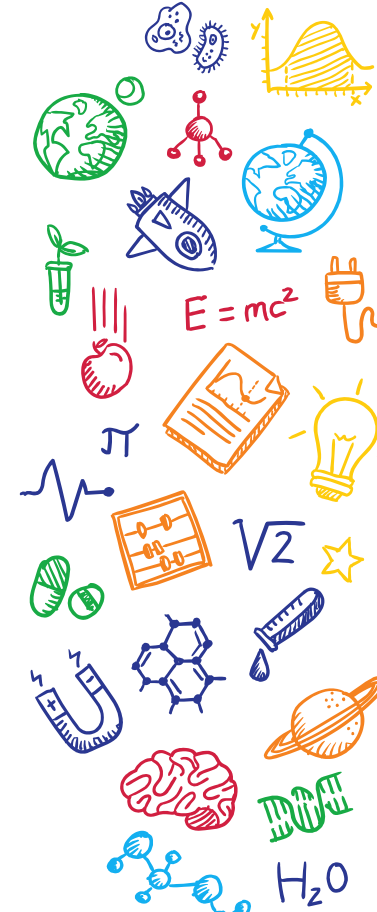
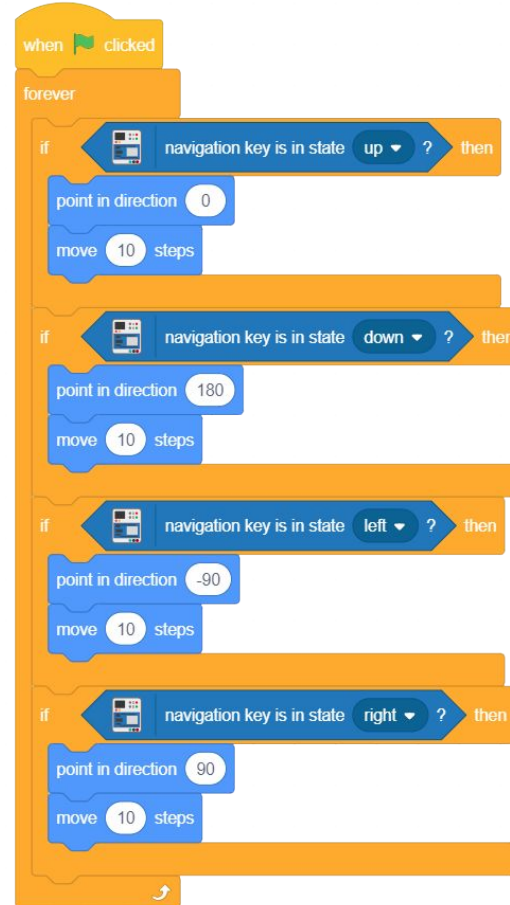
- Connect evive to your laptop/PC and open PictoBlox.
- In PictoBlox, go to the menu and click on the Boards
Select the evive.





Giving the Beetle Its Moves

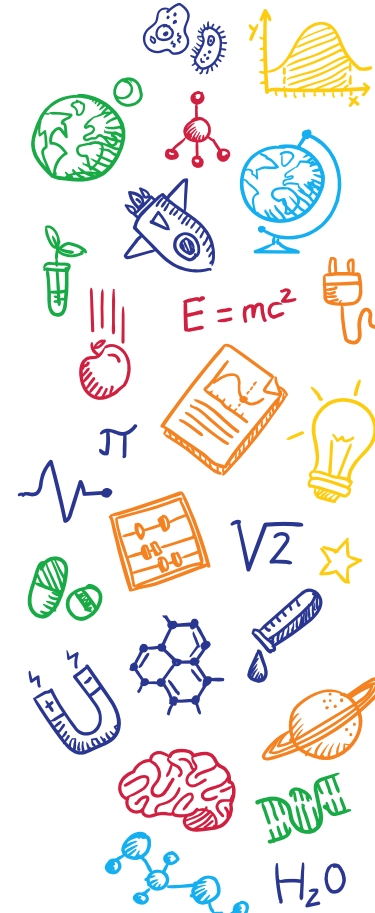
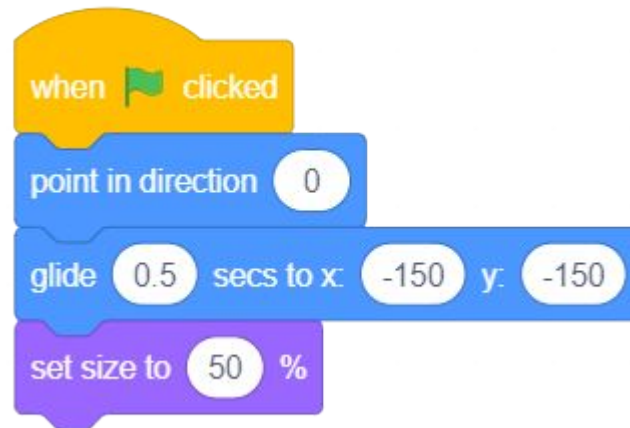
- For 'down', set the direction as 180.
- For 'right', set the direction as 90.
- For 'left', set the direction as -90.



Sensing the environment

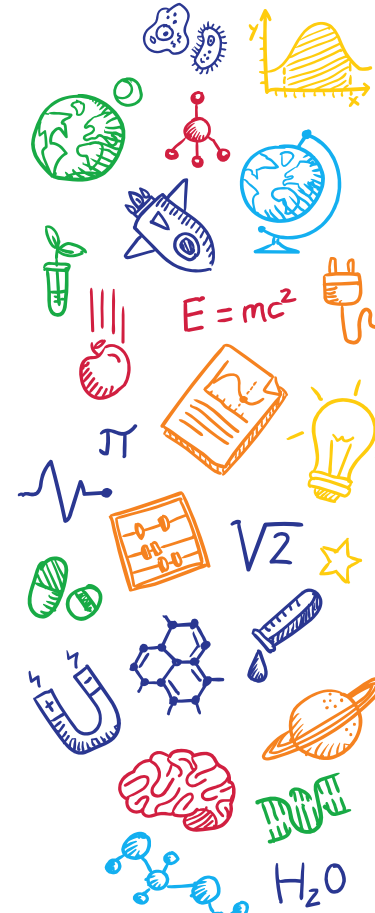
Sensing the environment

- Now, it's time to write the script for safely taking the beetle to the end of the maze.
- Make the code to initialize the game, so that every time game starts at one position.



Sensing the environment

- Now we will add the condition when the beetle touch maze, it will go back to its original position.
- Using the color picker, pick the maze color.



THANK
YOU

