**Scenario 7 – Helping Prince and Princess to find their animals**

1. Open the program *Helping Prince and Princess to find their animals*. You will add sprites, write a code for the girl's movement and drawing a path.
2. Create 4 new sprites (a Prince, a Princess and eg. a dog and a cat). Reduce the sprites' size by using this block/Users/mateja.bevcic/Downloads/Helping Prince and Princess to find their animals script pic.png.

The sprites have to be small enough to move inside the maze (as shown in the picture).  
Put the sprites in the desidered position in the maze.

1. Now you will write a code for girl's movement with the keys. You already have the code for moving with the right arrow. Write a code for moving in other three directions.
2. The girl can only move along the path, so you have to stop her from stepping on the grass. Think about how will you do this.
3. Now you will write a code for drawing with a pen.

Use these blocks:

/Users/mateja.bevcic/Downloads/Helping Prince and Princess to find their animals script pic (3).png /Users/mateja.bevcic/Downloads/Helping Prince and Princess to find their animals script pic (1).png /Users/mateja.bevcic/Downloads/Helping Prince and Princess to find their animals script pic (2).png

Then move the girl around the maze and you wll see what happens.

1. The player will have to connect a Princess and her cat with one color and a Prince and his dog with another color. Think about how will you do this.
2. In the last step you have to think how will the game begin. What will happen when the green flag is clicked?
   1. The girl will move to her starting position.
   2. Then player who will play the game does not know that he has to draw a path from a Princess to her cat with one color and from a Prince to his dog with another color and that the paths must not cross. Write the instructions that will tell all this.

Make sure that the player has enough time to read the instructions.

* 1. When creating a game, we should always test it and look for possible errors. Repeatedly start the game by clicking on the green flag and see if everything works as it should.
  2. If/when you find out that something is missing in the code, think about what the next blocks do and where you need to put them.

/Users/mateja.bevcic/Downloads/Helping Prince and Princess to find their animals script pic (1).png /Users/mateja.bevcic/Downloads/Helping Prince and Princess to find their animals script pic (4).png

[Additional tasks]

You can add additional tasks according to your wishes or follow the tasks below:

* Set starting coordinates for the Prince and the Princess and write a code for their movement. Set the appropriate size for them. They should draw a path to their animals.
* Add another sprite (animal) for the girl.
* Each sprite should draw with a different color.
* Adjust the initial instructions.
* Add instructions for moving a sprite and drawing by clicking a sprite. E.g. the Princess says: “You move me with pressing the keys W, S, A and D. I draw the path by pressing the key 3. I stop drawing by pressing the key 4. Help me to find my cat!”

*Helping Prince and Princess to find their animals:*

<https://snap.berkeley.edu/project?user=mateja&project=Helping%20Prince%20and%20Princess%20to%20find%20their%20animals%20-%20Part>