



Adobe Flash

Simple Maze

This set of directions will help you set up a simple maze with a character that navigates through the maze via keyboard control. In addition, this code includes the hitTest method, which basically does a collision check to see if the character movie clip is colliding with the maze movie clip. You can see a sample maze [here](#).

STEP 1 - Create the maze

- Draw a maze on the Stage and name the layer "the maze"
- Convert the maze to a movie clip and name it "maze_mc"
- Name the instance of the movie clip "maze1_mc"

STEP 2 - Create the character that will navigate through the maze

- Make a New Movie Clip Symbol and name it "dude_mc"
- Make the character small enough to navigate the halls and alleys of your maze
- Align the character to the center of the Stage
- Return to the main Timeline and create a new layer named "the dude"
- Drag an instance of the character onto this new layer
- Name the instance of the movie clip "dude1_mc"

STEP 3 - Script the instance of the character movie clip

- Select the instance of the "dude1_mc" movie clip on the Stage and type the following code into the Actions Panel

```
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;
    }
}
```

Perhaps you would like something to happen when the user reaches the end of the maze, for instance, finding the cheese. Thanks to Owen for the maze and Jack for debugging the action script. Here is the [ActionScript](#) for the more complex maze.