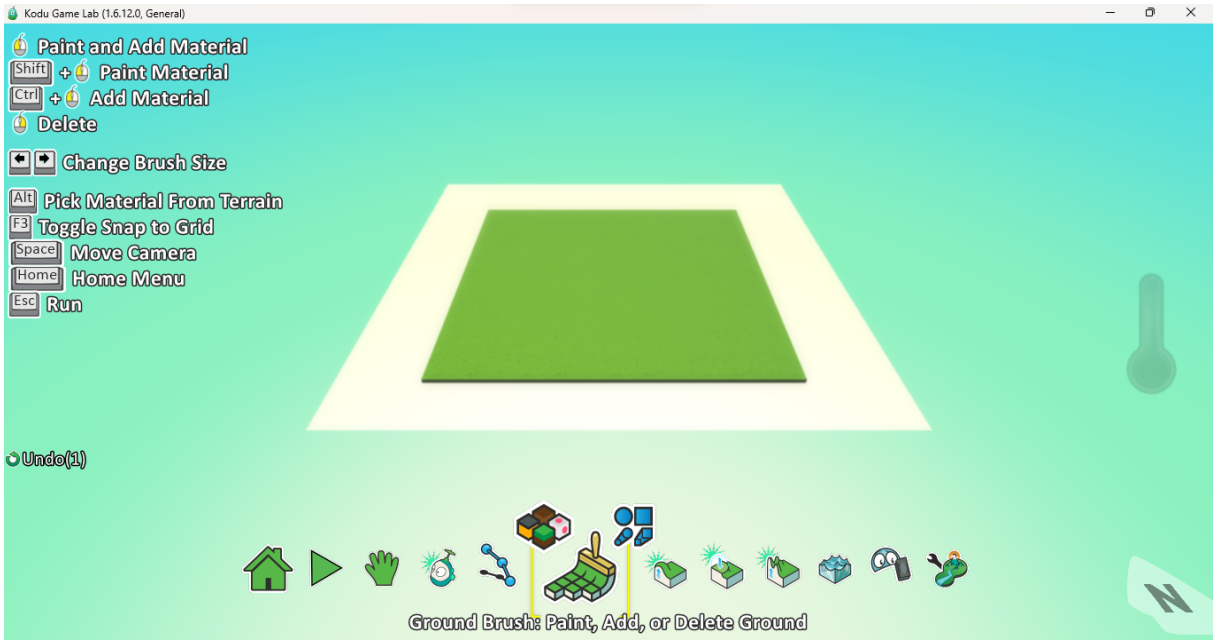
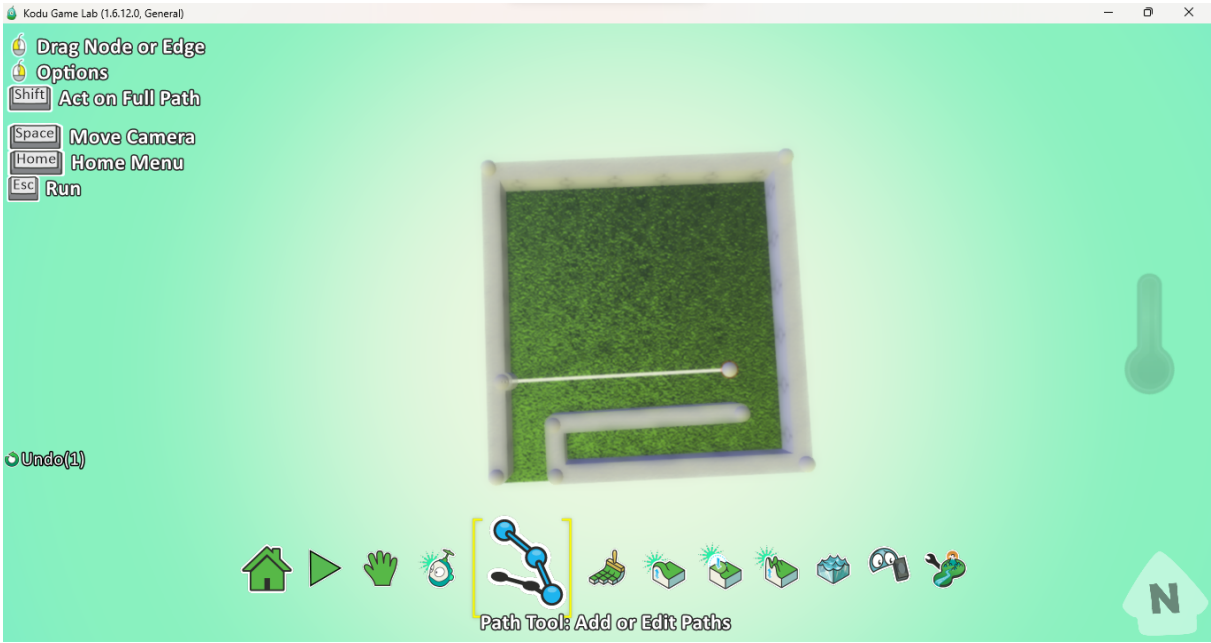
Labirent Game

The short objective of the maze game is to navigate our robot to find the hidden apple within the maze and win the game. To make the maze wider, we first click on the ground brush tool and then use the right arrow key on our keyboard to expand the area.

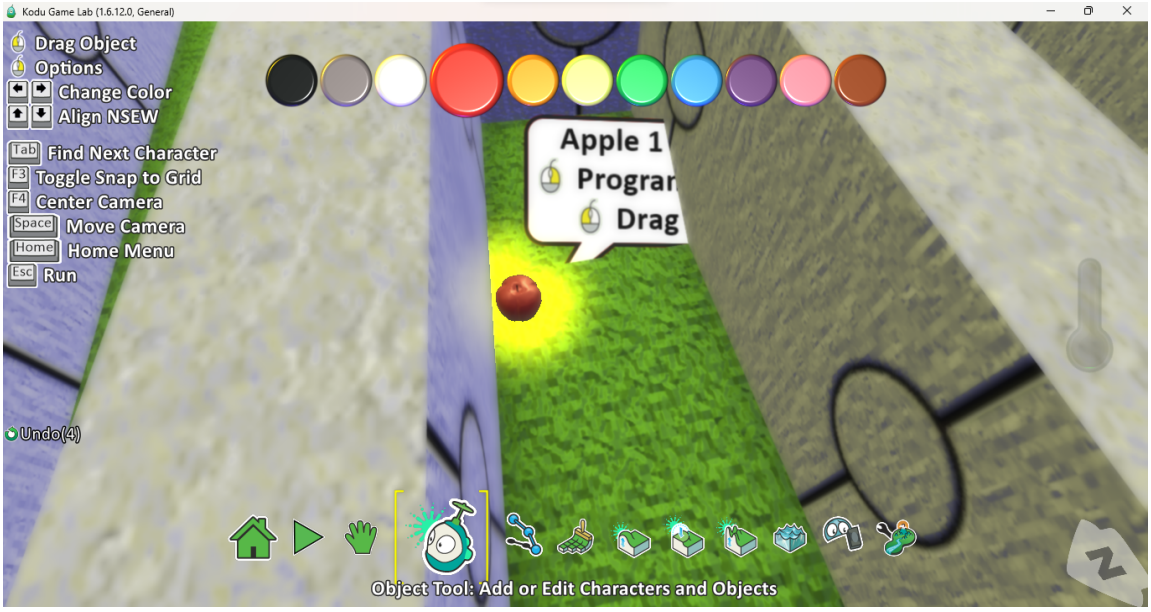


After sufficiently enlarging our ground with the ground brush, we right-click with the path tool and add the command "add wall" to start adding the walls necessary for our maze.



In our maze, we left a gap in the corners for the entrance and placed a point in the center, preparing the maze for our goal.

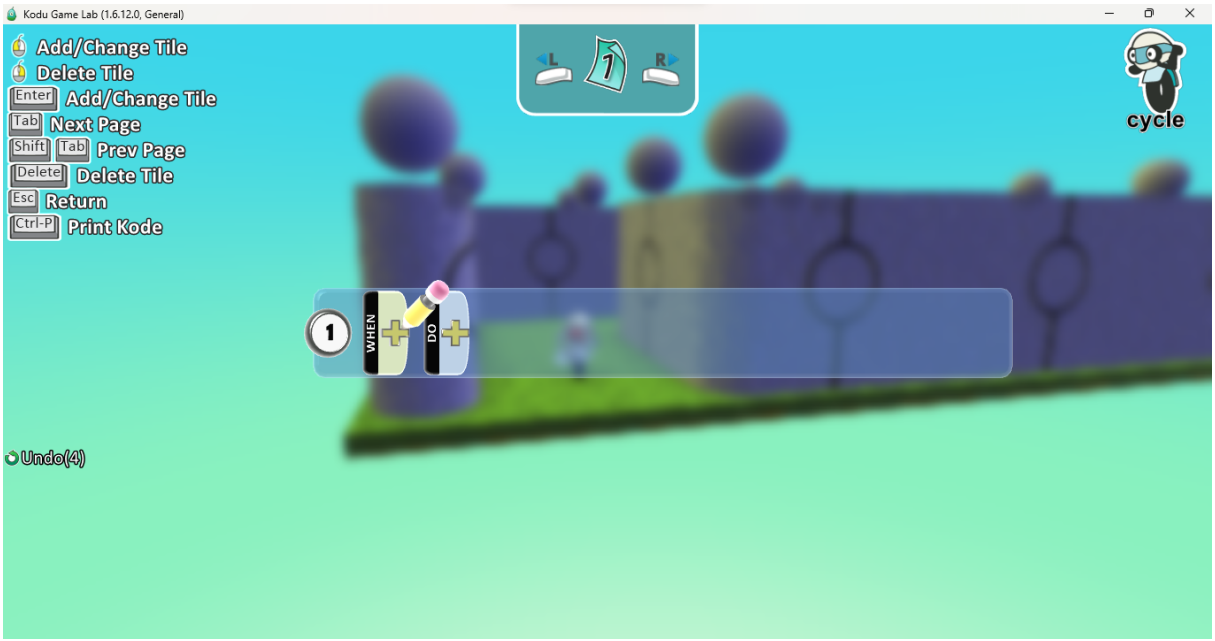
Later, we place an apple, obtained from the object tool, as a reward at the center of our maze. After right-clicking on the object tool and selecting "add object," the apple appears right in front of us.



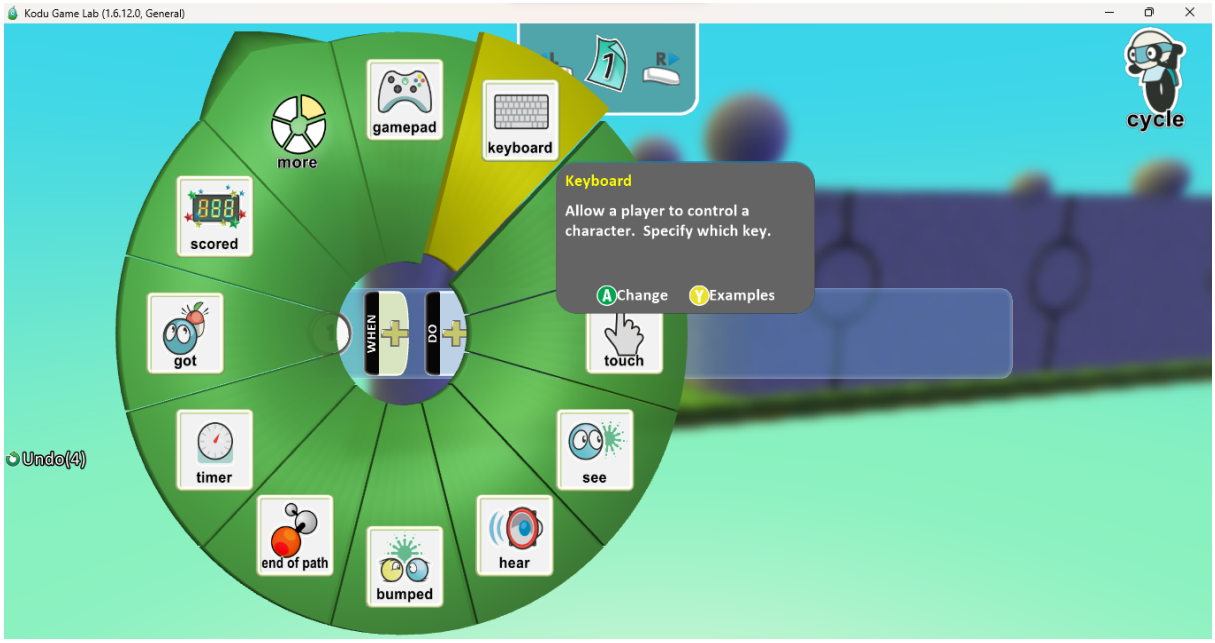
We are not writing any code for our apple at the moment.

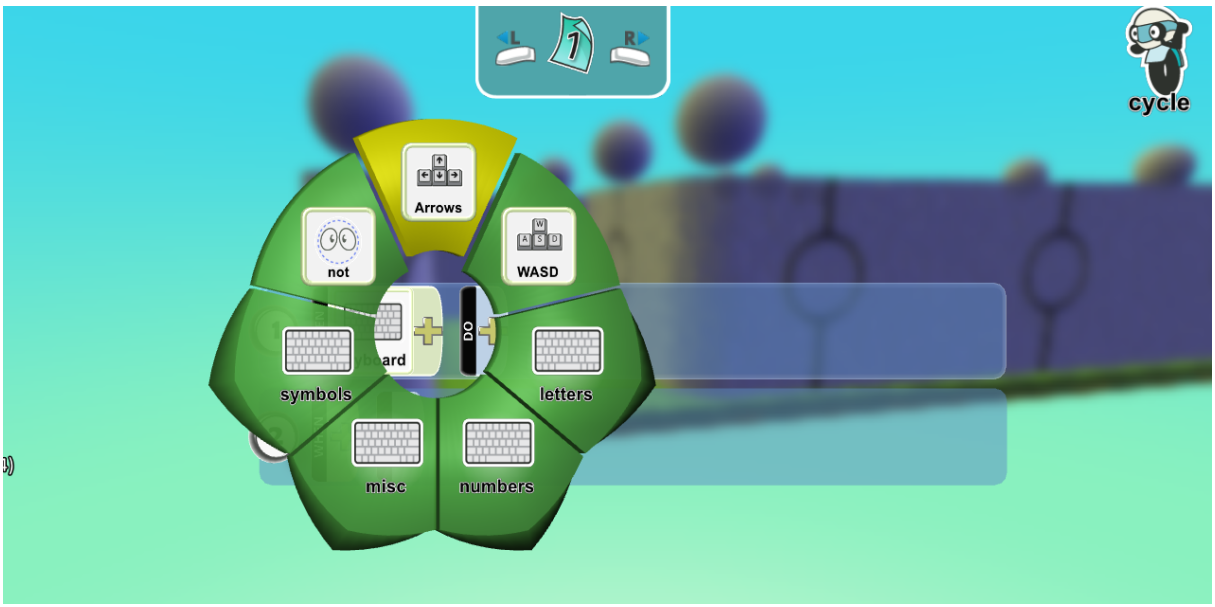
After placing our apple, we turn to the open area and place our robot in the designated starting position from the object tool's tool section.

Now we can start coding our robot. After right-clicking on our robot, we open the 'Program' section.

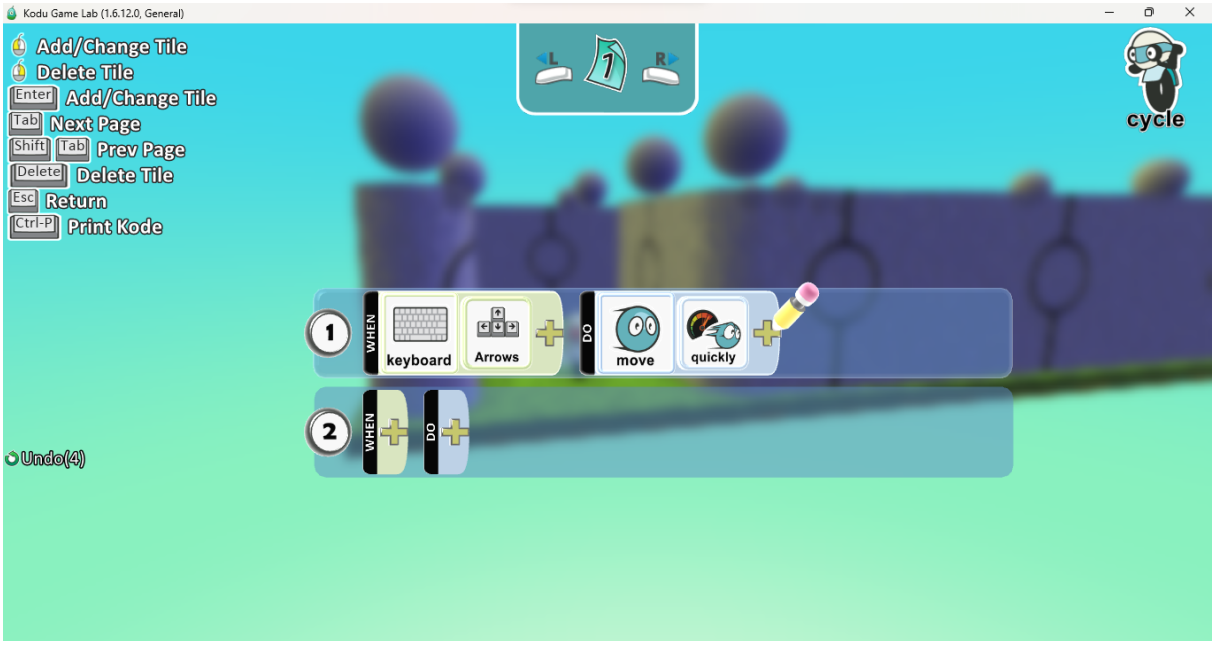


To enable our robot to move, we first select the keyboard and then the arrow keys from the program section. We add both of these codes inside an "If" command..

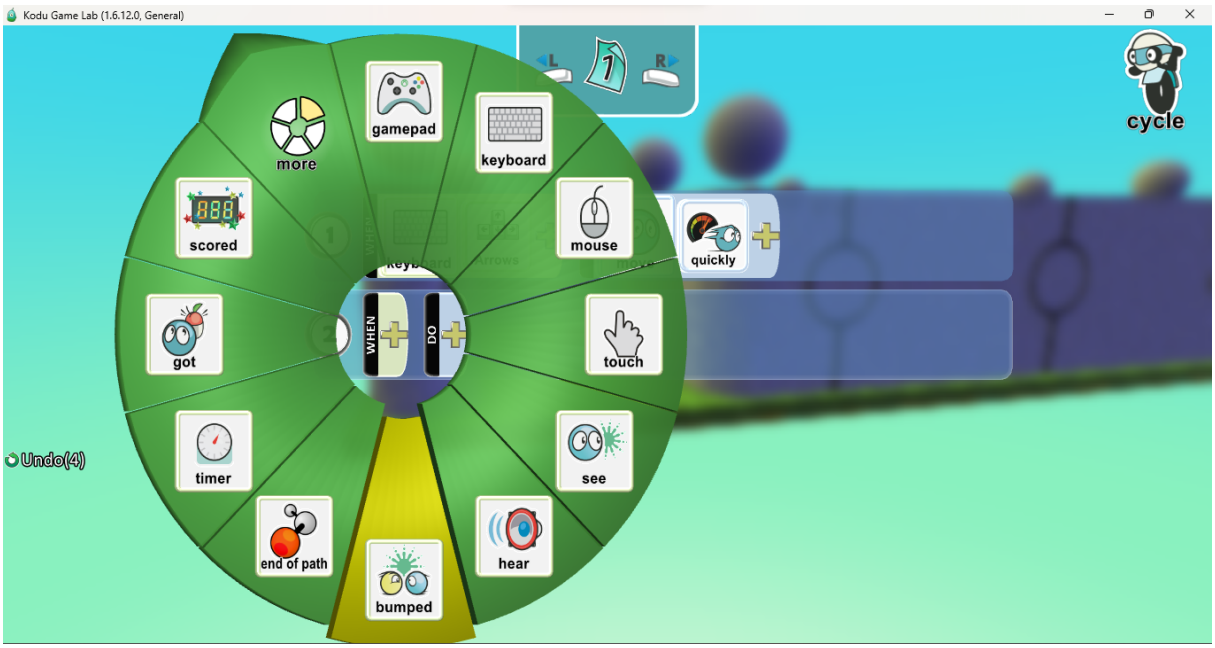


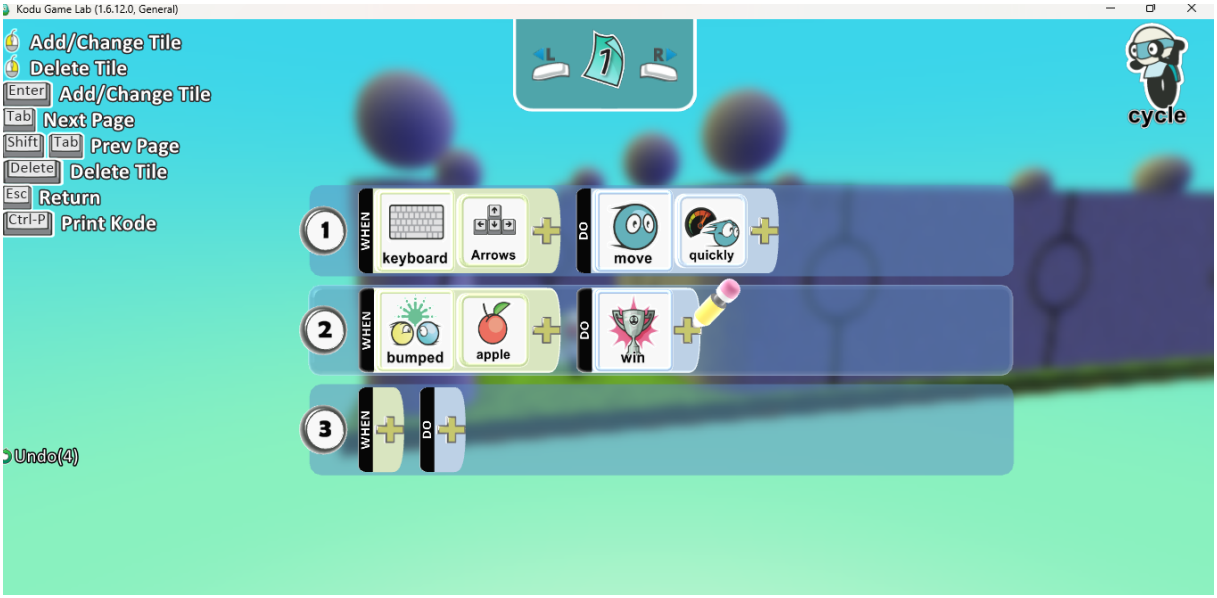


We add the "Move" command to our directions, so that when the keys are pressed, the robot moves quickly.

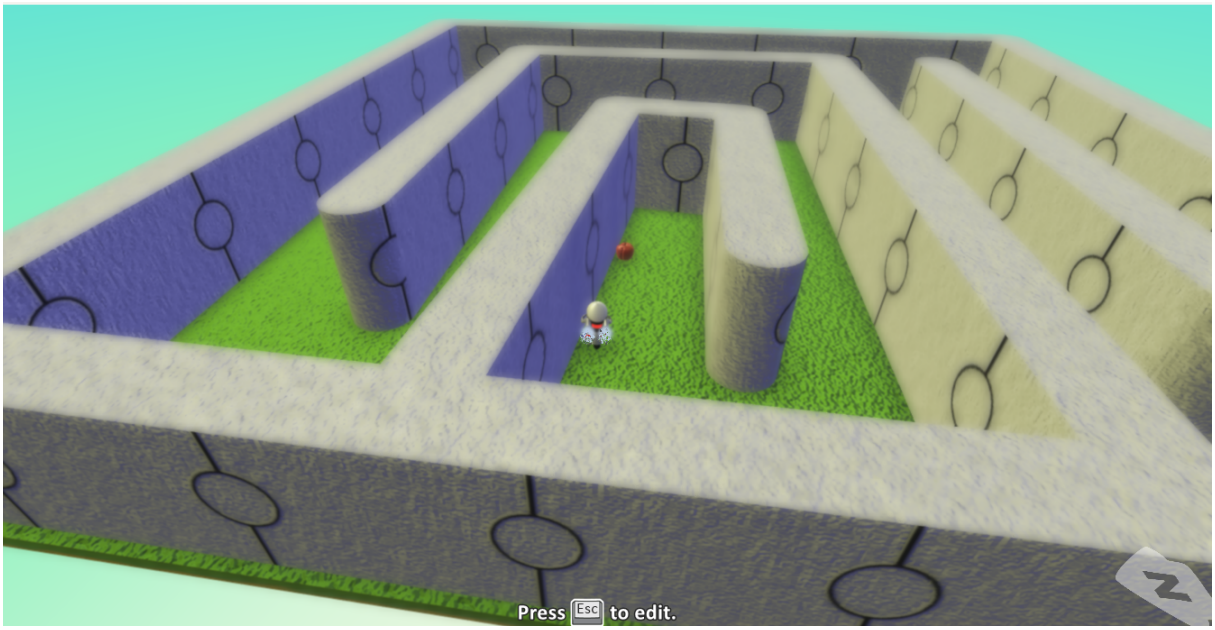


After entering our direction commands, on the next line, we input the commands necessary for winning the game when the robot hits the apple.





Now we can start our game!



WINNER
home
Home Menu
esc
Edit This World
enter
Restart World
Press Esc to edit.