

Karel Project #4

FIX IT

Starting a new project can be **hard**. You can use simple **templates** to get started.

Select **Creative Suite**, open **Programming**, and launch a new **Karel** project. Click on **File** and save the worksheet in the folder **course-karel-projects** under the new name, **fix-it**.

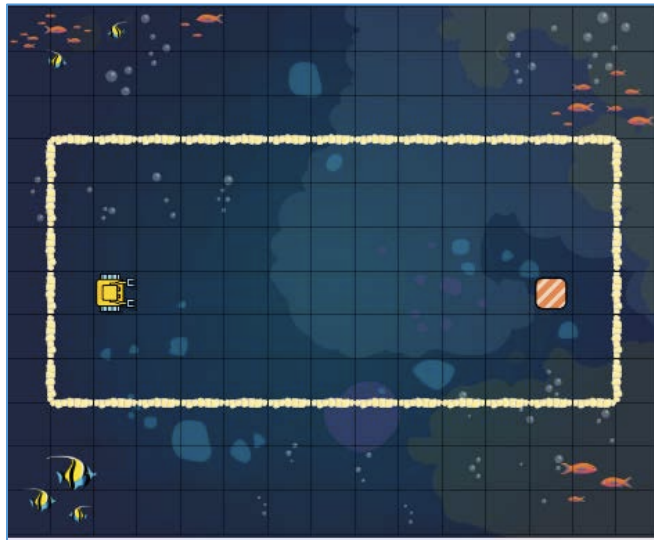
Click on  and select  to remove the example maze.

Goal: Create a Maze Template

To create your **template**, you will:

1. Create a **maze template**.
2. Add **Walls** to your maze.
3. Save your **maze template**.
4. Use the **Designer** to create a new **maze**.
5. **Test** your new maze to make sure it can be **solved**.

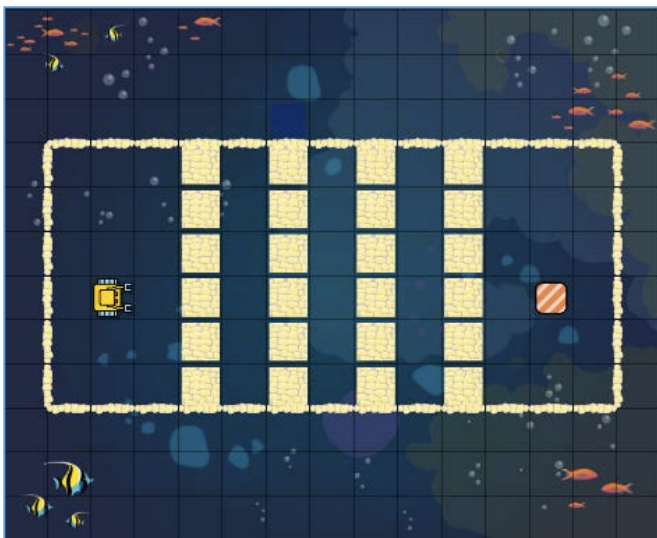
Step 1: Create a **Maze Template**



For this [Project](#), you will be creating a **maze** from some simple **shapes**. Start by creating the **rectangle** as seen in the **maze** above. This will be the **bounding box** for your **maze**. It will prevent your **maze** from getting too complicated.

Step 2: Add **Walls** To Your Maze

Once you have completed the **bounding box**, add **four columns** of **Walls**:



Do you have:

- **Four columns** of **Walls**?
- **Karel** on the **left**?
- **Home Square** on the **right**?

Step 3: Save Your Maze Template

Click .

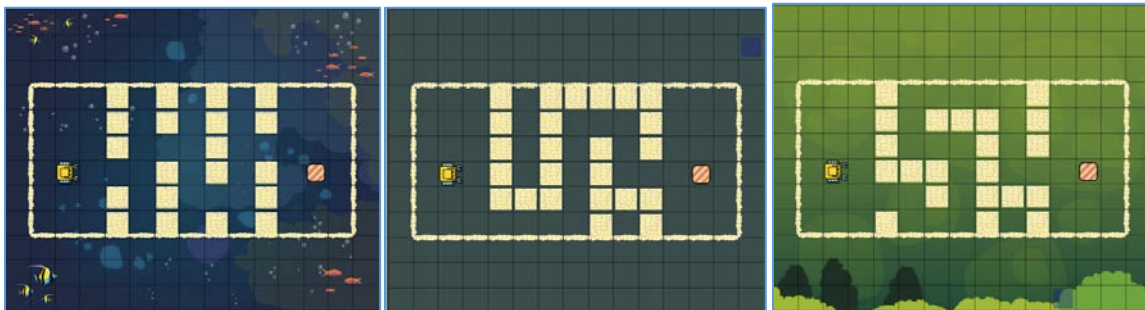
To make it easier to use this [maze template](#) in the future, select [Save as](#) from the [File menu](#). This will allow you to create a [separate file](#) for your [template](#). When working from a [template](#), it is important to remember to use [Save as](#) to make a new version of the file.

Select [Save as](#) and name the current maze as [4-columns](#). Then select [Open](#) from the [File menu](#) and select [fix-it](#) to continue working on the [maze](#) for this project.


Step 4: Use the Designer to Create a Maze

A [player](#) would not be able to [complete](#) your [maze in its current state](#). To complete this project, you will need to create a path from [Karel](#) to the [Home Square](#).

Use the [Designer](#) to create an interesting path for [Karel](#) that ends at the [Home Square](#). Here are some examples:



Tips:

- The  button is very useful!
- Experiment with [Obstacles](#) that look good to you.

Step 5: Test Your Maze

Test your maze using [Manual Mode](#) to make sure it can be solved. Try solving your maze in [Programming Mode](#) for an extra challenge.



Project Checklist

Your Project will be finished when:

1. You have created a **maze template**.
2. You added **Walls** to your maze.
3. You have saved your **maze template**.
4. You used the **Designer** to create a new **maze**.
5. You **tested** your new maze to make sure it can be **solved**.