Karel Project #6

No Walls

You can make a maze with nothing but Objects.

It only takes a little creativity.

Click on File and save the worksheet in the folder course-karel-projects under the new name, no-walls.

Click on 🌑 Designer and select 🩹 to remove the example maze.

Goal: Use Objects to Guide the Player

To use Objects to guide the player, you will:

1. Place Objects in an empty maze.
2. Change the Mode to Programming.
3. Test your maze.

A Maze with No Walls?

What program would solve the following maze?

To solve this maze, a player could use this piece of code:

```
1  while not home
2    go
3    if pumpkin
4      right
5    if corn
6      left
```

There are many other solutions, but this one is very simple because players can use if-statements to detect Objects.

Step 1: Place Objects in a Maze

In your new maze, position Karel away from the Home Square and place Objects in your maze. You will test your maze later to see if anything needs to be changed.
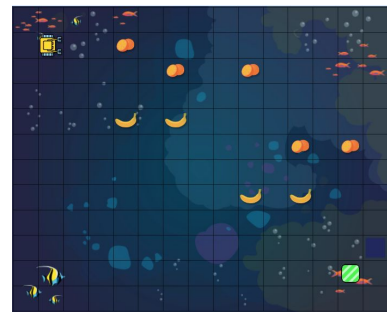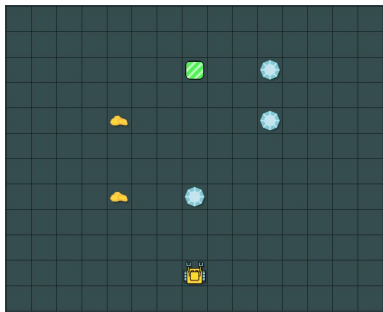
Step 2: Change the Mode to Programming

Next, you need to add a Goal. Set the Mode to Programming, so that players must write a program to solve the maze.

Step 3: Test Your Maze

After you change the Mode to Programming, test your maze by selecting Play at the top of the Designer.
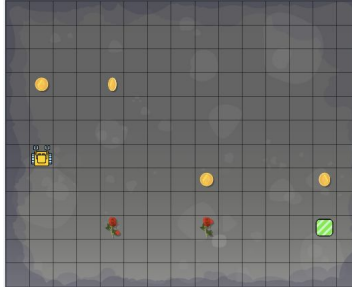
Tips

- Start simple, then decide if you want more complexity.
- Can you write a story that goes with your maze?

Project Checklist

Your Project will be finished when:

1. Your maze has Objects to guide the player.
2. You have set your Mode to Programming.
3. Your maze is solvable.