

Karel Project #8

MAZE MASTER

The **Designer** has many tools for creating mazes.

Use them all to create a fun maze.

Click on **File** and save the worksheet in the folder **course-karel-projects** under the new name, **maze-master**.

Click on  **Designer** and select  to remove the example maze.

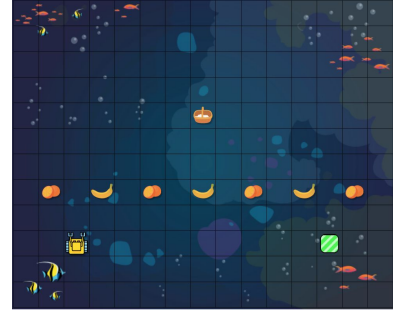
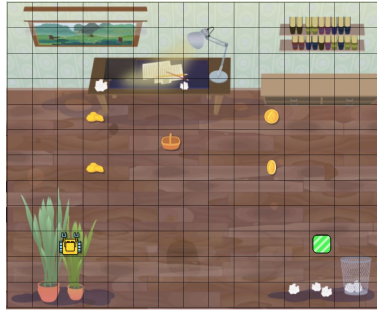
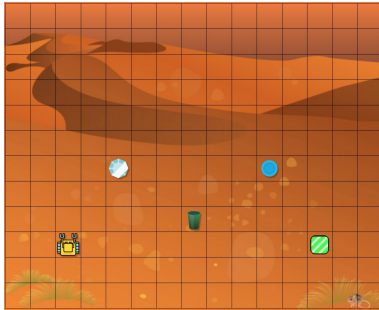
Goal: Create a Complex Maze

To **create a more complex maze**, you will:

1. Build a maze with **Objects** and a **Container**.
2. Choose **Goals** for your maze.
3. Write a **Summary** for your maze.
4. **Test** your maze.

Step 1: Build a Maze With **Objects** and a **Container**

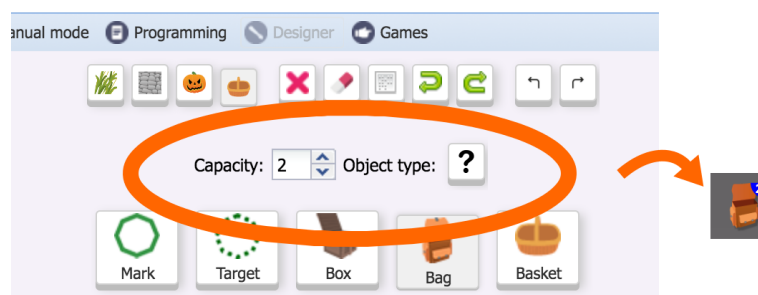
Place two different types of **Objects** in a new maze. Then add a **Container**.



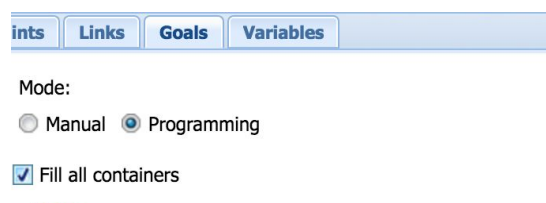
Step 2: Choose **Goals** For Your Maze

Open the **Goals** menu after you have designed your maze. Enable **Fill all containers** in your **Goals**.

Have you tried creating a **Container** that holds **multiple Objects**? This is an **advanced feature** that can be used to make some **very challenging** mazes. Try it out!

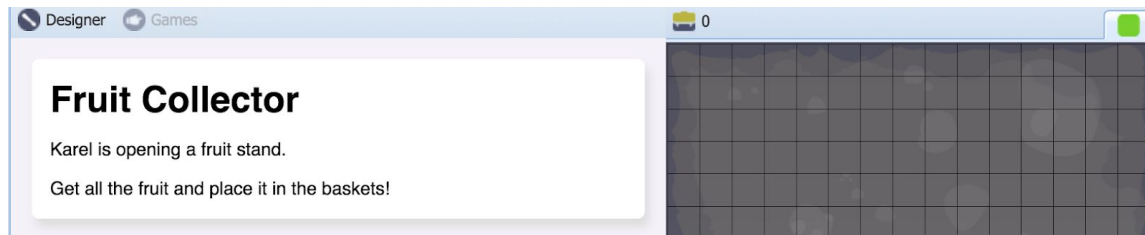


Finally, set the **Mode** to **Programming**.



Step 3: Write a **Summary** For Your Maze

Select the [Games button](#) and select [Click here to enter a game story](#). Write a [Summary](#) for a maze. You can write something serious or silly, it's up to you!



Step 4: **Test** Your Maze

You may find that your maze is **too easy**. Continue changing your maze and **testing** your changes. Ask yourself the following questions:

- How can I make my maze more challenging?
- How can I make my maze easier?
- Are there many ways to solve my maze?

To make your maze a **fun programming challenge**, consider how **if-statements** could be used to solve your **maze**. Can you use a **nested loop** to solve your maze? This is a good sign that your maze is becoming **fun programming challenge!**



Project Checklist

Your Project will be finished when:

1. Your maze has multiple **Objects** and at least one **Container**.
2. Your **Goals** require **Fill all containers**.
3. Your maze has a **Summary**.
4. Your **maze** is solvable.