

Karel Project #19

GUIDE ON THE SIDE

The **Karel Designer Mode** has a simple tool for providing **extra guidance** to players.

Before You Start

Go to the **Creative Suite**, open a new Karel project, and save it in the folder **course-karel-projects/** as **guide-on-the-side**.

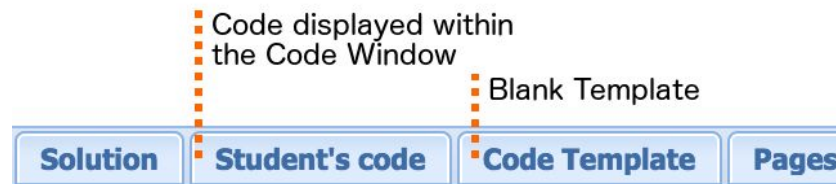
Goal: Use Comments and Code to Guide the Player

To provide guidance, you will:

1. Insert **Student code** to **guide players**.
2. Create a maze that features **Student code**.

Step 1: Insert Student Code to Guide Players

In a new maze, select [Edit game](#) in the [Designer](#). There are a few tabs other than [Goals](#) that we can use.



For this Project, you will be using [Student's code](#) to give the player some [guidance](#) for programming challenges.

In the Student's code tab, select [Student's Code](#) from the [Edit game](#) menu, you will see a [Code Window](#) like the one you use to code your solution to a maze.

The screenshot shows a code editor window with a tab bar at the top containing 'Solution', 'Student's code', 'Code Template', 'Pages', 'Hints', 'Links', and 'G'. The code window contains the following text:

```
1 # Here is some sample code
2
3 # I can use this window to provide guidance to players
4 # e.g. Move Karel to the Home Square
5
6 # I can even use it to supply lists or functions
7 helpful_list = [0, 1, 1, 2, 3, 5, 8, 13, 21, 34]
```

Click [Save](#). Next, select [Play game](#) and the text you supplied in the [Student's code](#) tab will appear in the [Code Window](#)!

Step 2: Create a Maze That Features Student Code

You can design some pretty complex mazes by supplying a little assistance to the player. You can design a maze that is meant to be completed using a list or custom command that you supply in the [Student's code](#).

Remember to use the [# character](#) to create comments in code.



Project Checklist

Your Project will be finished when:

1. You have saved the project in the folder [course-karel-projects/](#).
2. You have successfully written content in the [Student's code](#) tab.