Karel Project #19

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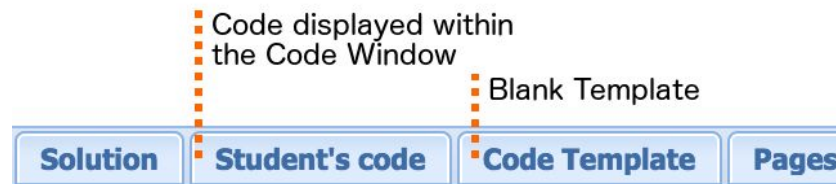
For this Project, you will be using Student's code to give the player some guidance for programming challenges.

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.

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.