

Karel Project #20

UNCERTAIN TIMES

To force players to **think more**, you can create different **variations** of your maze.

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

Goal: Create a Maze with Multiple Variants

To create a maze with **multiple variants**, you will:

1. Create a **simple challenge**.
2. Create **variations** of your **maze**.
3. **Test** your maze.

Step 1: Create a Simple Challenge

Start by making a **maze** that requires a simple **program**. For example, here is a **maze** that could be **solved** with the **2nd Maze Algorithm**.

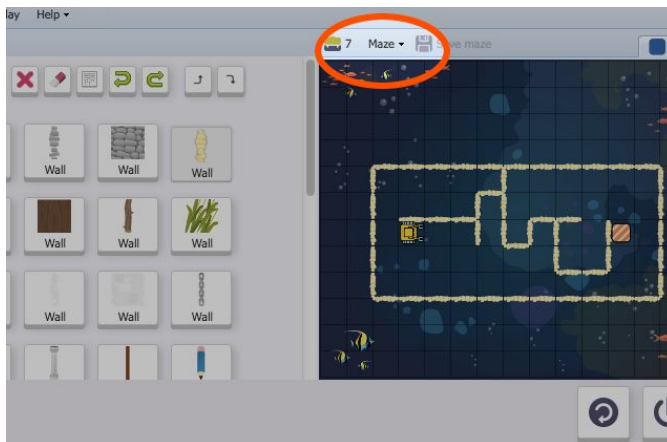


This **maze** can be **solved** with:

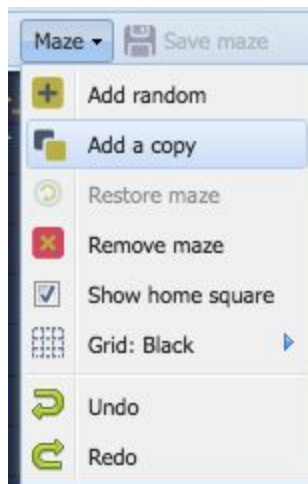
```
1 while not home
2   left
3   while wall
4     right
5   go
```

Step 2: Create Variations of Your Maze

Use the **Maze** button in the upper right of the window to create a new **variation** of your maze.



The **Maze** button provides several options:



Add a copy will create a new **variation** of your maze. When a player runs their program, one of the mazes will be chosen randomly.

You can choose which variation you would like to work on by selecting the **colored tabs** in the upper-right corner.



You can create many variations of your maze.

Step 3: Test Your Maze

Now you have all the **tools** you need to make a **maze** with multiple **variations**. Always **test your maze** before **sharing** it with others. This tool can be used in many ways. Have **fun**, and keep **experimenting** with different challenges!



Project Checklist

Your project will be finished when:

1. You saved the project in the folder `course-karel-projects/`.
2. You created a **simple maze**.
3. You created **variations** of your **maze**.
4. You tested your **maze** and solved it.