

Karel Project #22

MAXIMUM MAZE

Making a **complicated maze** can be hard, but with a **good plan** it can be done well.

Before You Start

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

Goal: Create a Complex Maze

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

1. Create a **complex maze**.
2. **Test** your maze with others.

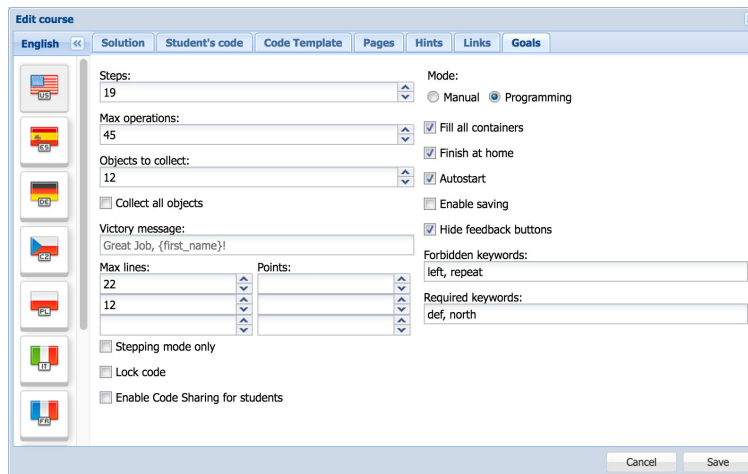
Step 1: Build a Complex Maze

For this project, you will be making a maze that is very complicated. This is a great way to **stretch your design skills** and try new ideas!

You can try creating a maze with **many Objects and Containers**.



Or you could try a maze with a lot of **detailed Goals**.



You can even use the **Student's code** feature to **deceive the player!** Sneaky!

Step 2: Test Your Design

To complete this project, you need to find someone to **test your maze**. This can be a peer, a friend, a student, a parent, it can be anybody you wish. Let them try your maze, then see how they performed. Were they confused? Were they frustrated? What **parts of the maze did they like?**



Project Checklist

Your Project will be finished when:

1. You have saved the project in the folder **course-karel-projects/**.
2. You have used the **Designer** features to create a **complex maze**.
3. You have **tested your maze with a player**.