

Karel Project #23

FULL CIRCLE

Taking the player on a **journey** is great. Bringing them back to **where they started** feels even better.

Before You Start

Go to the [Creative Suite](#), open a new Karel project, and save it in the folder [course-karel-projects/](#) as [full-circle](#).

Goal: Create a Circular Maze

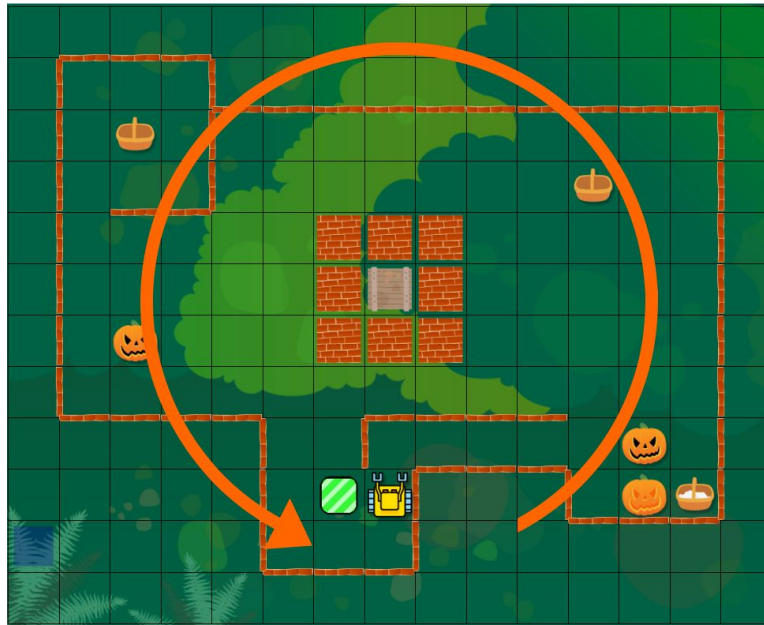
To provide players a **circular path**, you will:

1. Place **Karel** and the **Home Square** together.
2. Set **Goals** to **Collect all objects**.
3. Construct a circular maze.

Step 1: Start at Home

This Project is very **straight-forward**. However, the path you are going to make for the player is not **straight-forward** at all! In fact, it's going to be a **big circle**.

Take a look at the following maze.



The orange line represents the **ideal path of the player**. When the player first starts this maze, they will see that Karel is right next to the **Home Square**. However, the **Pumpkins and Baskets** have been placed on a path that takes the player on a circular journey back to the **Home Square**.

Step 2: Set a Goal

How will you make the player interested in putting the **Pumpkins in the Baskets**? You can do that with **Goals**. Simply requiring the player to **Collect all objects** will work well.

Step 3: Build Your Own

There are many possible variations of the previous maze. If you feel like experimenting, you can try using a **different Goals to guide the player's decisions** while playing your maze.

As always, testing your maze is a good way to check if your maze is interesting. Can your maze be solved with **less than 6 lines of code**? Try **different solutions** and experiment!



Project Checklist

Your Project will be finished when:

1. You have saved the project in the folder **course-karel-projects/**.
2. You have placed **Karel** and the **Home Square** together.
3. You have chosen a **Goal**.
4. You have constructed a circular maze.