Karel Project #11

DEF-INITELY

You can use patterns to persuade players to use custom commands. It makes for a fun programming challenge.

Click on File and save the worksheet in the folder course-karel-projects under the new name, def-initely.

Goal: Use Multiple Repeating Patterns

To create a maze that requires multiple repeating patterns, you will:

1. Create a repeating pattern with a corresponding Object.
2. Create a second pattern with a new Object.
3. Test your maze.

Step 1: Create a Repeating Pattern

Start by adding an Apple to a blank maze. As always, choose a Theme you enjoy.

Now build a tunnel of Walls around the Apple. This is our Apple Pattern. This Apple Pattern was first introduced in Project #10: Fruit Loops.

In another area of your maze, build the Apple Pattern again.

Step 2: Create a Second Pattern

To complete your maze, add a different pattern with a different Object. Feel free to make more patterns. Experiment and try different patterns!

Tips:
- You can require the keyword `def` in Goals.
- Set the Mode to Programming in Goals.

Step 3: Test Your Maze

Test your maze using the Play button. Can you solve your maze by using two separate if-statements for your patterns? How would a solution work with the keyword `def`?

Project Checklist

Your Project will be finished when:

1. Your maze has multiple repeating patterns.
2. Each pattern has a corresponding Object.
3. Your maze is solvable.