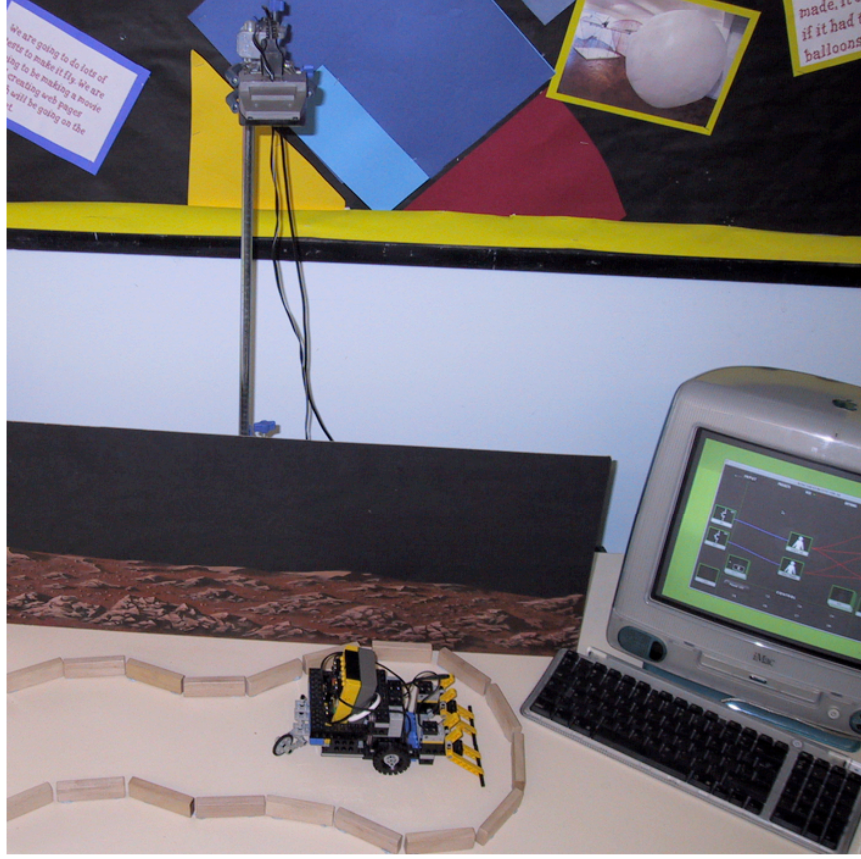# maze buggy

Maze Buggy _{v4}

Your problem is to program the buggy that so that it can make its own way through the wooden maze.

part 1

- load the project **maze buggy drive**
- you first have to understand how the buggy moves around, and how you can make it turn
- the buttons at the bottom send messages to the actors called
  forward, backward, left and right
- click on the buttons and try to drive the buggy through the maze
- **let the buggy hit the side and stop before you do anything**
- remember that the only messages that your program will receive are from the front sensors– the buggy does not have eyes

- things to think about for your program–
    - when it turns do both wheels go round?
    - when it hits the side does it help to go backwards first?
    - is there a pattern to what you are doing?

part 2

- load the project **maze buggy program**
- the actor called forward is set up for you
- you have to put messages into the other actors
- have a look at the messages in forward for ideas
- each actor should just **start** the buggy moving in the correct direction

part 3

- now you have to program the buggy so that it can find its own way
- your task is to put messages that will control the buggy into the actors called *hit on left* and *hit on right*
- start by deleting the single message line that they each have
- then send messages to the backward, forward, left and right actors that you set up in part 2