Go to location

FUNCTI­­ON (color = blue)

If create total angle > \_\_\_\_\_\_\_

{

go to blue block

pick up blue block

move blue block to another location (so it does not block the manipulator when it tries to pick up the brain coral)

retrace steps to spot

}

Else

{

FUNCTION (color = yellow)

}

Go to yellow block

Pick up yellow block

Retrace steps to spot

FUNCTON (color = blue)

Go to blue block

Stack yellow block ontop of blue block // raise arm 9 inches then drop

Retrace steps to spot

FUNCTION (color = red)

Go to red block

Pick up red block

Retrace steps to spot

FUNCTION (color = blue/yellow) // color doesnt really matter

Stack red block ontop of blue block // raise arm 15 inches then drop

Retrace steps to spot