INTRODUCTION TO *FLOW* BLOCKS: ACTIONS

ACTION BLOCKS

Each action block tells your robot to perform a particular action. These blocks act similarly to functions. When the action corresponding to a specific block is being performed, we say that the block is being executed.

You can add as many actions blocks to your code as you desire, but you will need to connect them all together to let the robot know the order in which they should be executed.

To connect two blocks, drag between the solid handle on the right of the first block you want to be executed and the hollow handle on the left of the second block you want to be executed.

In most programming, including Flow, commands are run sequentially - they happen one at a time in a specified order. The direction of the resulting arrows will show you the order in which your Flow code will be run.
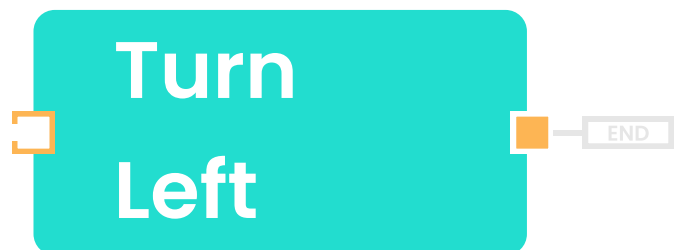
Your code will wait until the current action is complete before moving on to the next, meaning that only one action can be performed at once.

Move Forward

Instructs the robot to move forward one step. Chain multiple Move Forward blocks together to make the robot move forward multiple spaces in the maze.
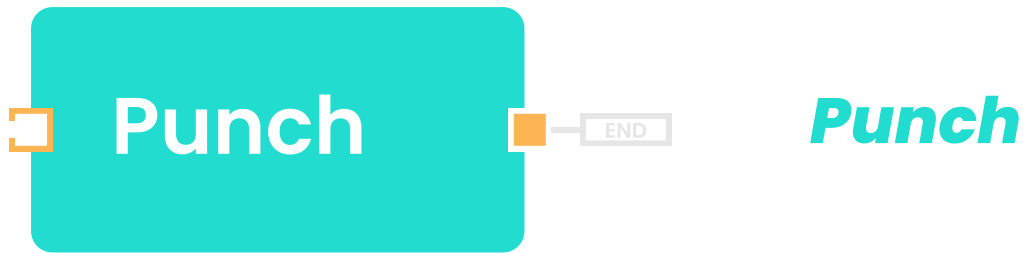
Turn Left

Instructs the robot to turn 90 degrees to the left.

Turn Right

Instructs the robot to turn 90 degrees to the right.

Punch

Punch

Instructs the robot to perform a punch, breaking any fragile objects directly in front of it. There may be certain walls in the maze that are fragile enough to be broken by the robot. When no path exists, make your own!