LESSON 2: CODE YOUR AGENT TO ROTATE

This code instructs your Agent to turn on the spot, which is very useful for orientating your Agent to perform tasks relating to movement.

Coding activity: Code your Agent to rotate

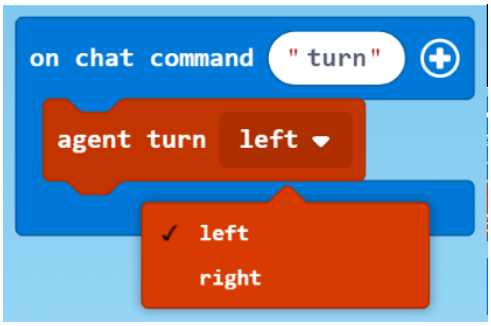
1. Start a new project and rename the **run** element of the on chat command block to **turn**.

2. Now visit the AGENT toolbox drawer on the left-hand menu.

3. Drag and drop the agent turn [left] code block to the coding Workspace.

4. Drag the agent turn [left] code block into the on chat command code block to activate it.

5. You can decide which way you would like to make your Agent turn by clicking on the drop-down box marked **left** and choosing **right** instead.



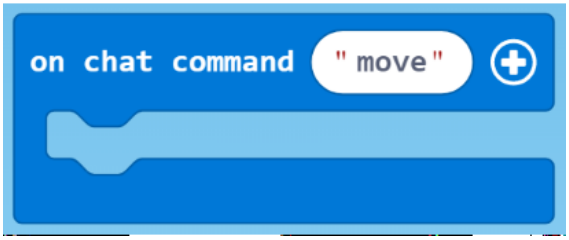
6. Now test your code. In the game, press **T** to open the chat function. Type **turn** and watch your Agent turn right by 90 degrees. Repeat until you are happy with the position of your Agent.

You can do this anytime you need to orient your Agent. This is particularly good for solving mazes and following paths for building.

7. Now change the direction in the agent turn [right] block back to **left** and test your new code in the game.

CODE YOUR AGENT TO MOVE

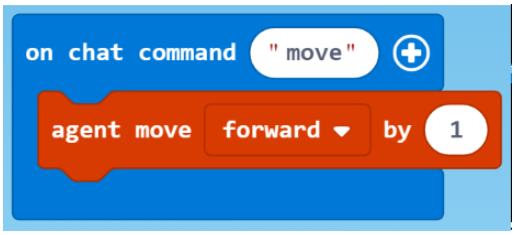
1. Start a new project and rename the **run** element of the on chat command block to **move**.



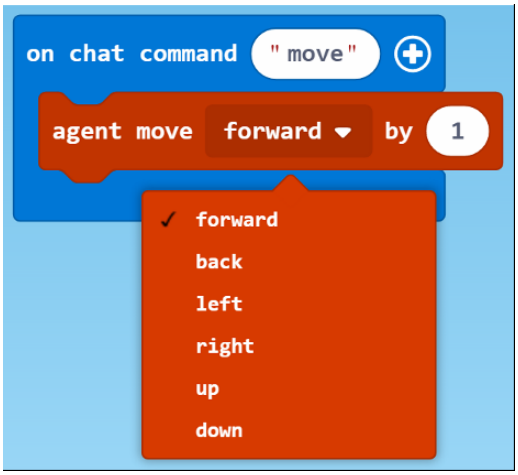
2. Now visit the **AGENT** toolbox drawer on the left-hand menu.

3. Drag and drop the agent move [forward] block to the main coding window.

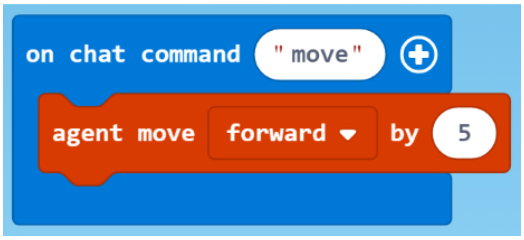
4. Drag the agent move [forward] block into the on chat command code block to activate it.



5. You can decide which way you would like to make your Agent move by clicking on the drop down box marked **forward** and choosing **up**, **down**, **left**, **right** or **back** instead. For this example, we will use **forward**.

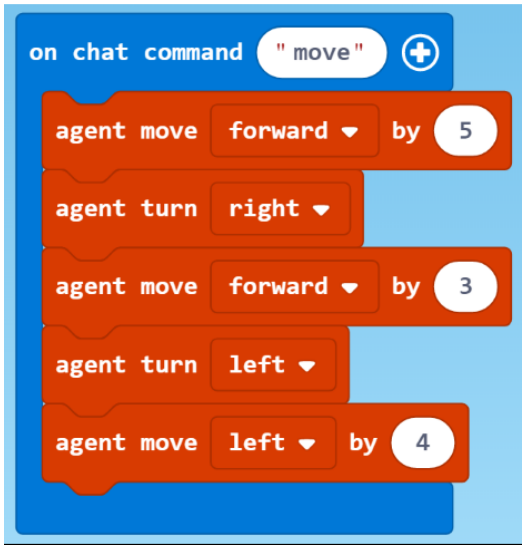


6. Change the numerical value from **1** to **5**.



7. Now test your code. In the game, press **T** to open the chat function. Type **move** and watch your Agent move forward by five blocks. Change the values and play around with the values until you are happy with the position of your Agent.

8. Now combine your **move** and **turn** codes together to make your Agent do both in sequence. Then test your code again.


on chat command
" move"
agent move forward by 5
agent turn right
agent move forward by 3
agent turn left
agent move left by 4