

move/mark = 3

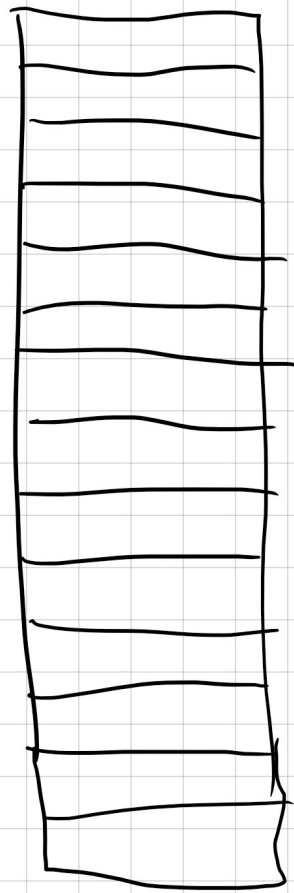
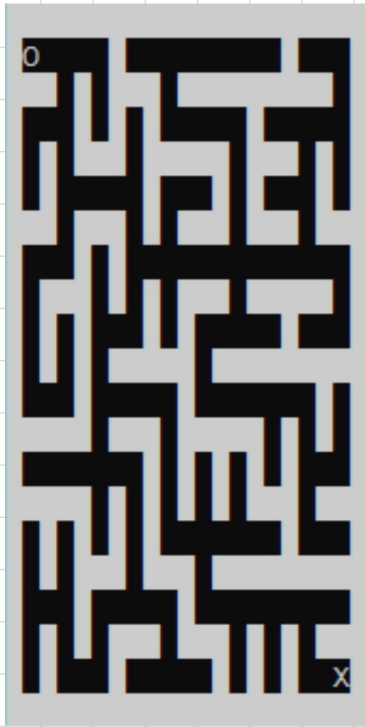
look = 1

push/pop Mem = 4

peek/clear = 2

Jump to = 5

Jump at = 4



walk in other Dir. (or pick random)
with most space if both same

reach Intersect:
Is mem empty?

yes

push to mem

↓

step back
and place mark

Peek + Backtrace

↓

Is it dead end?

yes

Peek + Backtrace
until mem empty

push to mem

↓

to do:

limits:
Very efficient ground coverage,
at the cost of resource
Intensive work
full mem

1) add exception for
2) create end condition [will work until it dies, kinda like a bee]