**Pseudo Code Project 2 – Level One**

LAUNCH CODE

GENERATE robot at given point

GENERATE set number of landmarks with names and ID, one with a treasure also with name and ID

GENERATE a set of traffic lights (red and green) with reference numbers.

MOVE toward robot to the landmark with treasure, whilst following traffic lights

END island with treasure reached by robot

PRINT Treasure Found

**Pseudo Code Project 2 – Level Two**

LAUNCH CODE

GENERATE robot at given point

GENERATE set number of landmarks with names and ID, some with treasures also with name and IDs

GENERATE a set of traffic lights (red, amber and green) with reference numbers.

MOVE toward robot to the landmarks with treasure only and only each island once (indicating with message that a treasure has been found) whilst following traffic lights

END when all treasures have been found by the robot

PRINT All Treasures Found

**Pseudo Code Project 2 – Level Three**

LAUNCH CODE

GENERATE two robots at random starting points

GENERATE set number of landmarks with names and ID, some with treasures also with name and IDs

GENERATE a set of traffic lights (red, amber and green) with reference numbers.

MOVE each robot toward a different set landmark collecting treasure worth up to 100 points whilst avoiding each other (indicating with message that a treasure has been found) whilst following traffic lights

GENERATE the information of a landmark with no treasure when neared by one of the robots

END when one robot found its treasure first