

## Challenge

# Warehouse Challenge

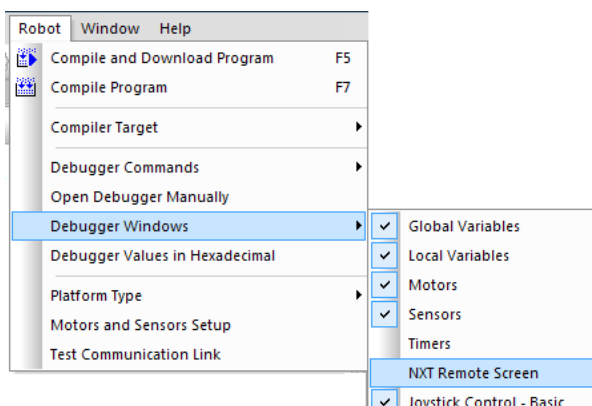
## Challenge Description

To complete this challenge, program the robot to move from the starting area, through the warehouse, and into the rectangle marked by an X. Your robot should count the lines that it crosses, store that number in a variable and display it on its screen.

Functions are highly recommended for the completion of this challenge, but are not required. If the robot hits any of the objects stored in the warehouse, you will have to restart the challenge.

## Using the NXT Remote Screen

The NXT Remote Screen is a representation of the physical NXT screen. Any commands that cause the NXT screen to display something will also work with the NXT Remote Screen.



To open the remote screen, click on **Robot -> Debugger Windows -> NXT Remote Screen**

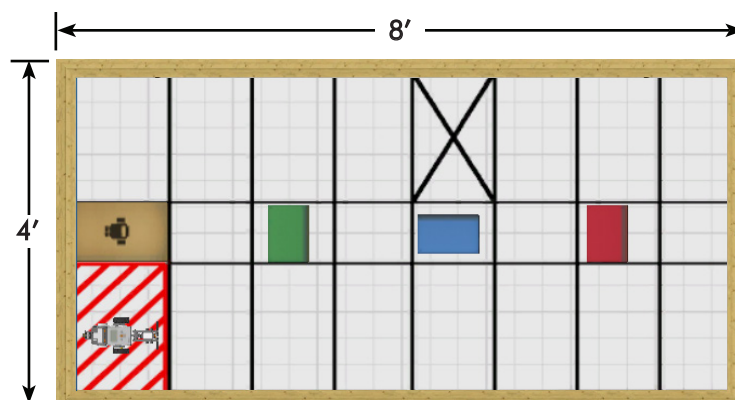


The remote screen will open up in a new window. From there, you can view the NXT Remote Screen at any time.

## Challenge

### Board Specifications

MINDSTORMS



TETRIX

