Help BB8 to win the game by walking over all the black cells!

Simply click the commands to create a new command in the coding area. Use  to move BB8 forward for certain steps. It moves in a given direction.

To change direction, use  or .

Be smart and careful! Commands you can use are limited.

Press ‘d’ to delete commands.

Click to run

Good luck and Happy Coding!

Creative mode instructions

Inside Creative Mode, you have big enough grid and no constraints!

Try as many as commands as you want and see how they work out!

Learning Objectives: Basic and Variables

Tips: click on move button, and use up and down arrow to change the number of steps you

Hit enter once you finish changing

Learning Objectives: Loops

Tips: click on repeat button, and use up and down arrow to change the number of steps you

Hit enter once you finish changing

You can only modify one button at a time

Learning Objectives: If-else Conditions

Level Objectives: Helper Functions

Tips: If you call Helper Function, BB8 will execute commands inside the Helper Function

Click on side buttons to switch between main and helperfunction!

Learning Objectives: Recursion

Tips: You know what? You can call helper function itself inside the helper function!

Learning Objectives: Object

Tips: click Add to call BB8’s friends to help him!



Learning Objectives: Basic and Variables

Tips: click on move button, and use up and down arrow to change the number of steps you

Hit enter once you finish changing