Parameters

You have to change the following values according to your maze or Coding Minion, because of the different delay values, different floor material, and different power of your motors.

- **Indicate the minimum distance that can be between Coding Minion and the front wall before turning to the next direction (in different situations):**

  #define MIN_DISTANCE_FRONT

  #define EXTRA_FOR_MIN_DISTANCE_FRONT

  #define WALL_DISTANCE_FRONT

  #define MIN_DISTANCE_TO_TURN

- **Indicate the minimum distance that can be between Coding Minion and side walls (left and right) before turning to the next direction:**

  #define MIN_MIN_DISTANCE_SIDE 65

  #define MIN_DISTANCE_SIDE 75

- **Check if the next turn can be done (if the Coding Minion has to turn left and there is a wall at the left, then it is a wrong solution and he must stop and go back):**

  #define MIN_DISTANCE_SIDE_NO_TURN

- **Used to tell the Coding Minion that he has gotten out of the maze (he is too far away from all sides)**

  #define MAX_MAX_DISTANCE_SIDE

- **Used to save a constant far from the side walls:**

  #define DIFFERENCE_DISTANCE_SIDE_HALF

- **Delay values which you need to change to make Coding Minion moves correctly (when he is walking straight without crashing the side walls):**

  #define FORWARD_DELAY_CORRECTION

  #define RIGHT_DELAY_CORRECTION_R

  #define LEFT_DELAY_CORRECTION_R

  #define RIGHT_DELAY_CORRECTION_L

  #define LEFT_DELAY_CORRECTION_L