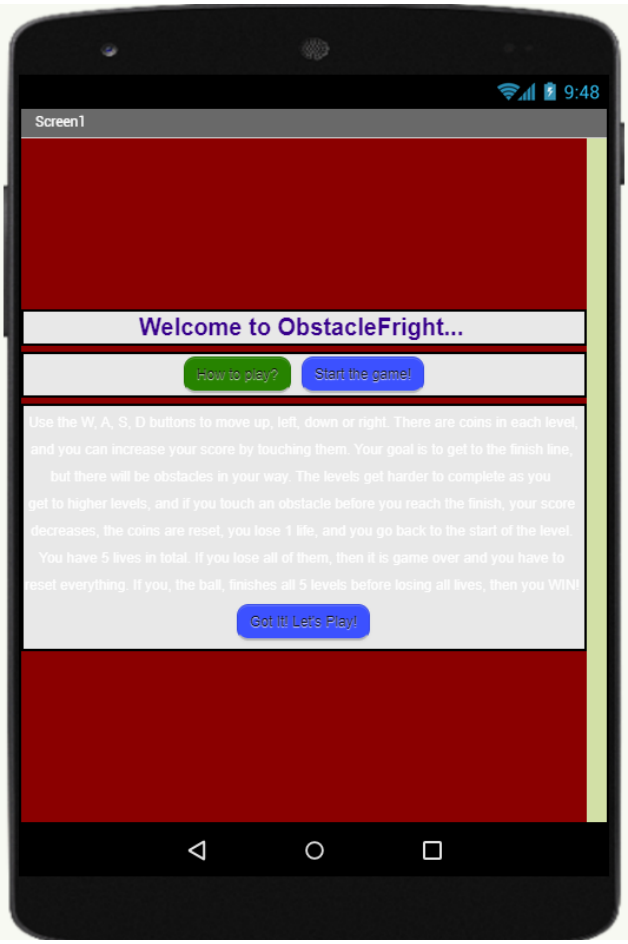
Project Content

ObstacleFright

(Completed on October 26, 2021)

This project was about a ball that needed to find its way out of a maze. This was made to be a high skill-level game, and not to be taken as a light, relaxing game. I created the home page as well as 2 out of the 3 levels. My partner created the last level, the death screen, and the win screen. This was a partner project, and both of us put in an equal amount of work in this final task.



Click here for the documentation.

Lists

(Completed on February 21, 2022)

In this individual activity, I understood the logic behind loops and how to write the code for them. Some new terms that were mentioned in this activity were nested loops, which are loops inside of loops. We used this concept to make the robot follow a specified path.

Click here for Documentation

Code Viewer

```
1   myVariable = 0
2   count_loops = 0
3   total_loops = 0
4   move_forward = 0
5   i = 0
6
7   def move_to_23():
8       global myVariable, count_loops, total_loops, move_for
9       drivetrain.turn_for(RIGHT, 90, DEGREES)
10      drivetrain.drive_for(FORWARD, 400, MM)
11      drivetrain.turn_for(LEFT, 90, DEGREES)
12      drivetrain.drive_for(FORWARD, 400, MM)
13
14  def when_started1():
15      global myVariable, count_loops, total_loops, move_for
16      move_to_23()
17      pen.move(DOWN)
18      move_forward = 1
19      for repeat_count3 in range(5):
20          for repeat_count2 in range(2):
21              for repeat_count in range(int(move_forward)):
22                  drivetrain.drive_for(FORWARD, 200, MM)
23                  wait(5, MSEC)
24              drivetrain.turn_for(RIGHT, 90, DEGREES)
25              wait(5, MSEC)
26          move_forward = move_forward + 1
27          wait(5, MSEC)
28
29  vr_thread(when_started1)
30
```