Challenge: Use an `if` statement to trigger a sequence of commands if your character is on a gem.

Congratulations! You've learned how to write conditional code using `if statements` and `else if blocks`.

A condition like `isOnGem` is always either **true** or **false**. This is known as a Boolean value. Coders often use Boolean values with conditional code to tell a program when to run certain blocks of code.

1   In the `if` statement below, use the Boolean condition `isOnGem` and add commands to run if the condition is true.

2   Modify or keep the existing `else block` to run code if your Boolean condition is false.

3   If necessary, tweak the number of times your `for` loop runs.

```
for i in 1 ... 16 {
    if isOnGem {
        collectGem()
        turnLeft()
    } else {
        moveForward()
    }
}
```