

Challenge: Practice pattern finding, decomposition, functions, and `for` loops.

Don't be intimidated by this challenge; you can do it!

Start by focusing on the group of gems and the portal closest to your character. Can you figure out the [pattern](#) to collect the gems and move to the next location?

```
func gems(){
    moveForward()
    collectGem()
    moveForward()
    collectGem()
    turnLeft()
    turnLeft()
    moveForward()
    turnRight()
    moveForward()
    collectGem()
    turnLeft()
    turnLeft()
    moveForward()
    moveForward()
    collectGem()
    moveForward()
}

for i in 1 ... 4 {
    gems()
}
```