**TITLE**

**LAB 08**

**SECTION 02**

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**SUBMISSION DATE:**

**04/08/2022**

# Explain the differences between the raw data and the averaged data in your graph for part A

The difference is that the average data is much smoother making it easier to read and understand in a program to what you what your character to do. If it was the raw data, it would be hard to find a good point where it should move left or right but with the average it’s easy to find a simple number.

# Explain the delay you used to ensure character movement is not erratic

I decided on a delay of 1 second as that gives someone enough time to figure out if they want to go left or right before they actually get moved.

# Describe how you checked if the avatar could safely move down, and go left/right

I checked if the avatar could go down by using the MAZE[][] and checking x-1 and x+1 for the left and right and y-1 for the down. I tried to find the buckets but that failed which I think was a simple error in my code. SC#1

# Describe what was necessary to check for the player losing the game

I used the functions I wrote to check if it could move in any direction, and if it couldn’t move in any direction, I changed a variable to true and ended the do while loop. After I made a if else to print a lose vs win message. Bottom SC#1

# Screen Shots

SC#1

