

Challenge: Collect a randomly determined number of gems, represented by `totalGems`.

For this challenge, you're given a `constant`, `totalGems`, which is a randomly generated number from 1 to 12. Using this constant, write code to collect the number of gems defined in `totalGems`, stopping after that number is reached.

```
let totalGems = randomNumberOfGems
var gemsCollected = 0
while gemsCollected < totalGems {
  if isOnGem {
    collectGem()
    gemsCollected += 1
  }else if isBlocked && !isBlockedLeft {
    turnLeft()
  }else if isBlocked {
    turnRight()
  }else if isBlocked && isBlockedLeft && isBlockedRight {
    turnLeft()
    turnLeft()
  }

  else {
    moveForward()
  }
}
```