

5.	(c)	<ol style="list-style-type: none"> <li>1. set board(robotX, robotY) to ""</li> <li>2. if playerX &lt; robotX then subtract 1 from robotRow</li> <li>3. if playerX &gt; robotX then add 1 to robotX</li> <li>4. if playerY &gt; robotY then add 1 to robotY</li> <li>5. if playerY &lt; robotY then subtract 1 from robotY</li>   <li>6. if board(robotX, robotY) = "" then</li> <li>7. set board(robotX, robotY) to "Robot"</li>   <li>8. else if board(robotX, robotY) = "Robot" then</li> <li>9. set board(robotX, robotY) to "Rubble"</li>   <li>10. else if board(robotX, robotY) = "Rubble" then</li> <li>11. set board(robotX, robotY) to "Rubble"</li>   <li>12. else if board(robotRow, robotY) = "Player" then</li> <li>13. display game over message</li> <li>14. end if</li> </ol>	5	<p>1 mark for clearing current position of the robot</p> <p>1 mark for calculating new robot position closer to the player</p> <p>1 mark for assignment of robot to the new position</p> <p>1 mark for checking for collision with another robot and creation of pile of rubble</p> <p>1 mark for checking for player capture</p> <p>Note: steps 10 &amp; 11 not required in solution</p>
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