1. What will a jumper do if the location in front of it is empty, but the location two cells in front contains a flower or a rock?

If the location contains a flower, it will jump onto the flower.If the location contains a rock, it will turn 45 degrees to it’s right.

b. What will a jumper do if the location two cells in front of the jumper is out of the grid?

It will turn 45 degrees to it’s right.

c. What will a jumper do if it is facing an edge of the grid?

It will turn 45 degrees to it’s right.

d. What will a jumper do if another actor (not a flower or a rock) is in the cell that is two cells in front of the jumper?

It will turn 45 degrees to it’s right.

e. What will a jumper do if it encounters another jumper in its path?

If the distance between them is just 1, then they will jump successfully, but if the distance between them is 2, then they will both turn 45 degrees to their right.

f. Are there any other tests the jumper needs to make?

When the jumper jump onto a flower, then it leaves, the flower will disappear.

When the location in front of the jumper contains a bug, it can’t jump onto the bug.