Start

The sphero must travel for 3ft 3in (or a smaller scaled distance)

The sphero must avoid an obstacle

The sphero must turn right 90 degrees

The sphero must travel for 3ft 4in(or a smaller scaled distance)

The sphero must avoid an obstacle

The sphero must turn left 90 degrees

The sphero must travel 3ft 10in (or a smaller scaled distance)

The sphero must avoid an obstacle

The sphero must turn right 90 degrees

The sphero must travel 4ft (or a smaller scaled distance)

The sphero must jump 1ft (or a smaller scaled distance)

The sphero must travel 2ft (or a smaller scaled distance)

The sphero must turn right 135 degrees

The sphero must travel 9ft

The sphero must knock over as many pins as it can

End