Notes for Maze

def turn\_right():

turn\_left()

turn\_left()

turn\_left()

if not at\_goal():

while not wall\_on\_right():

turn\_right()

break

while wall\_on\_right():

move()

break

while not wall\_on\_right():

turn\_right()

move()

break

while wall\_in\_front():

turn\_right()

move()

break

while wall\_on\_right():

if not front\_is\_clear():

turn\_left()

turn\_left()

move()

break

else:

done()

while not at\_goal():

if right\_is\_clear():

turn\_right()

move()

elif front\_is\_clear():

move()

else:

turn\_left()

else:

done()

while front\_is\_clear():

move()

turn\_left()