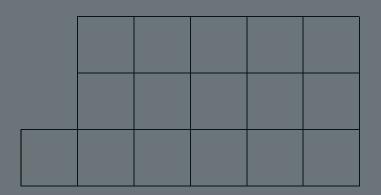
BYTEBUDDY

Your Fun-Filled Path to Programming!

Start





This is the coding area! Here, you can view the code version of the path you did.

At first, it will be generated automatically with each of your steps. As soon as you get more and more advanced, you will need to add some code by yourself!

Enjoy coding with me,

your ByteBuddy **B**



your path as code

This is the adventure area! Here, you will help **me** to overcome obstacles and find **my** way through the maze.

Together with the coding site on the left, we will walk through the basics of programming!

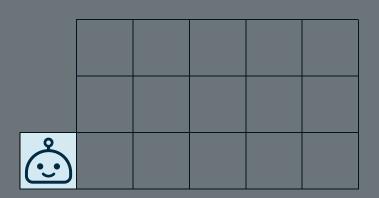
I am excited for our journey,

your ByteBuddy **B**



your path as code

your path as code



Hello!

I am your ByteBuddy - just call me B :)

In the maze, you can see me as a small robot head. You will be able to control me in the future by using different options. We will explore the options together when the time has come!

Let's start our adventure!

TART







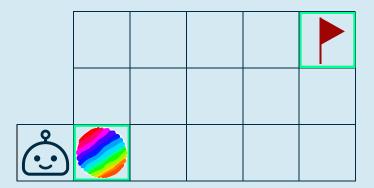


We need to reach the red flag to finish the maze!











Say **B color is blue** while pressing the recording button to change my color to blue!



















on this rainbow field, you can change my color! (checkout the voice button)



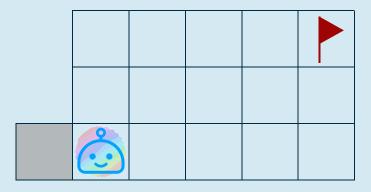






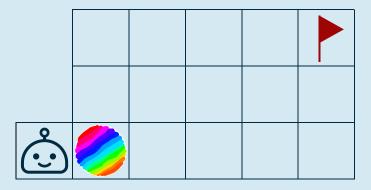






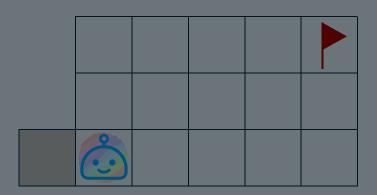












B.color is "blue"

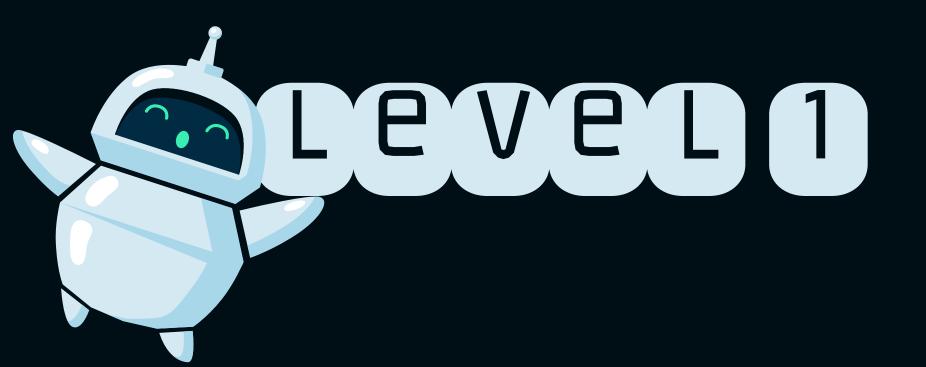


Now that you changed my color, this new line of code appeared!

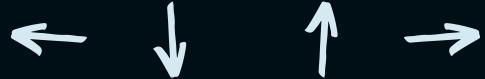
Here, you changed my attribute color. Every Robot object has this attribute with a default color. But I, **B**, am blue now! Super fancy!

Now let's continue with Level 1!





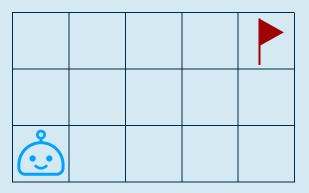
In this level, we will learn to walk through the maze! You will use the gesture pad to draw arrows for the direction where I should go. These are the options:



In the end, tap the gesture pad with two fingers to make the move. Let's make our first steps!



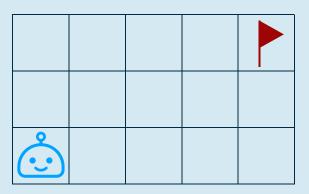




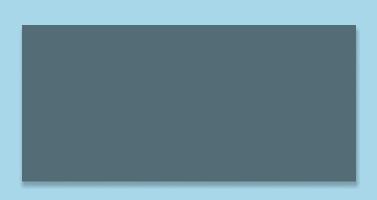












Draw an arrow for the desired direction on the gesture pad.

Tap with 2 fingers on it to make me move!





