Hurdles race

Reeborg has entered a hurdle race. Make him run the course, following the path shown.

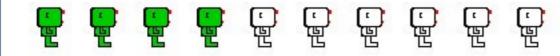
The position and number of hurdles changes each time this world is reloaded.

What you need to know

- The functions move() and turn_left().
- The conditions front_is_clear() or wall_in_front(), at_goal(), and their negation.
- How to use a while loop and an if statement.

Your program should also be valid for worlds Hurdles 1 and Hurdles 2.

Difficulty level



Background image: www.pexels.com ☑

A robot located at (x, y) = (1, 1) carries no objects.

Goal to achieve:

The final position of the robot must be (x, y) = (13, 1)