

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 $(x, y) = (13, 1)$