h	r	G	.	.
r	h	.	.	r
r	h	r	.	.
h	.	r	.	h
h	.	.	.	r
.	r	@	.	.

map4.txt

(0) Download the starter kit from our moodle site.
(1) Study the code. Talk about it with your partner. DRAW PICTURES and prepare to draw MANY pictures of your runtime stack. (*Note: you cannot work on this without pictures/drawings. For each frame of your runtime stack, draw pictures of each variable and object that is important*).
(2) Write a function that will determine if the LRV's (@) initial starting location (shown here as [5,2] is a valid location. A starting bad location should immediately end the mission.
(3) Work on the recursive (backtracing) function, **`seekTheGoal()`**. Obviously, you need to **add code** that allows the robot to (once it fails to find success on a move Right) try other moves: **Left, Up, and Down**. *Carefully consider what this function should return if all the moves fail.*
(4) **Test** your robot on map1, map2, map3, and map4.txt.
(5) **Add an STL stack to your app**. For every good move, push that move onto the stack. Note that you should not keep moves that were forced to backtrack. Once the goal is found, have the robot return on the same (successful) path back to the starting location.