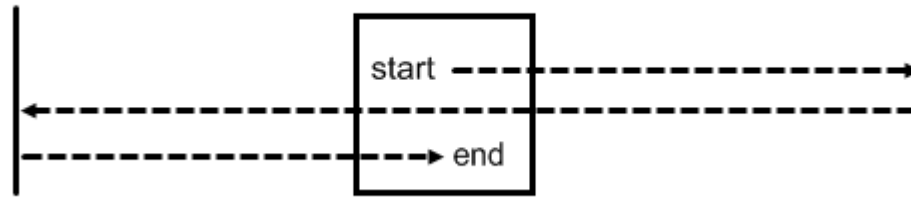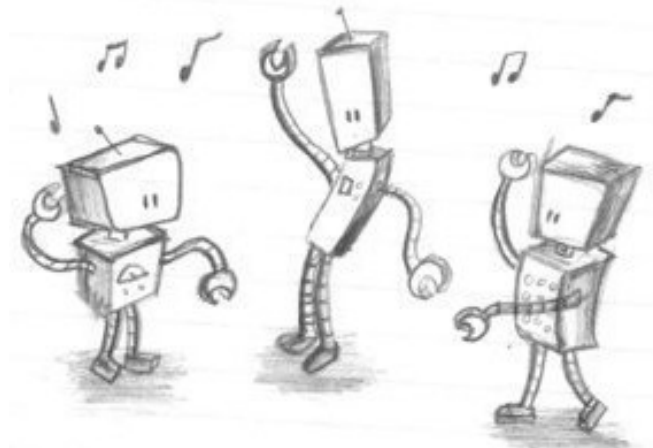# Bounce!!!

Program your robot to bounce between two barriers using two touch sensors. The robot will begin in the centre of the marked area and one bounce is one back-and-forth motion.

After your robot has finished bouncing (the number of times your robot is required to bounce will be determined on the day of the mission), it will play a song and do a "victory dance". You may choose your own song and dance.

On the day of the mission, your teacher will place the robot in the centre and run your program. Develop an Algorithm to accomplish this task.

Bounce Marking Scheme

Part 1: Bouncing

Completes bouncing in the middle …………………………………… 3
Completes bouncing on the side …………………………………... 2
Does not complete correct number of bounces …………………….. 1
Does not bounce ………………………………………………………… 0

Part 2: Song and Dance

Plays song and dances concurrently ………………………………… 2
Plays song and dances consecutively ……………………………… 1
Does not play song or dance …………………………………………… 0

Total ……………………………………………………………………....   /5