

Level 2

Question: Does a move of a block cause a crash with another block or the wall?

Input: InitialGameSetup AdditionalInput

Additional input: id steps

steps ... number of moves in the direction of the given orientation

Output: true ... when a move causes a crash
false ... otherwise

Example: InitialGameSetup id steps

Input: 6 5 3 0 h 2 3 3 1 h 2 5 5 2 v 6 2 2 0 2

Output: true

Input: 6 5 3 0 h 2 3 3 1 h 2 5 5 2 v 6 2 2 0 1

Output: false

