|  |
| --- |
| A- COMPUTER SCIENCE ESCAPE TO FLOWER ISLAND LAB VALUE - 2 |

**Lab Goal:** To analyze a problem and involve branching and decision making in creating a solution for the problem. You must determine how times to hop, when to turn and most importantly when to stop. You must create commands based on the various requirements of this problem.

**Lab Description:** You must write one method that is used for all of the Jeroos to get them to the flower patch on the island. They must all end up in the flower patch with one in front of the other. The Jeroos get no more than 2 flowers each. All nets on the path must be gone by the end.

The Jeroos must start in the following locations: Files Needed:

(5,1,SOUTH); FinalTemplateJamesWorsey.jsc

(5,3,SOUTH); FinalMapJamesWorsey.jev

(5,4,EAST);

(1,4,EAST);

**Starting Screen: Ending Screen:**  