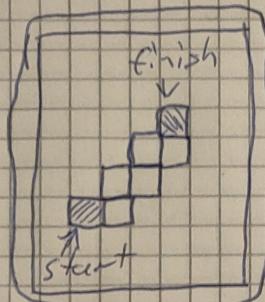
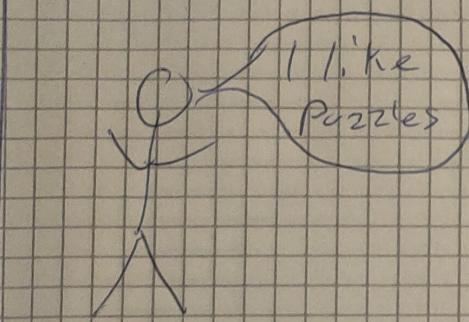
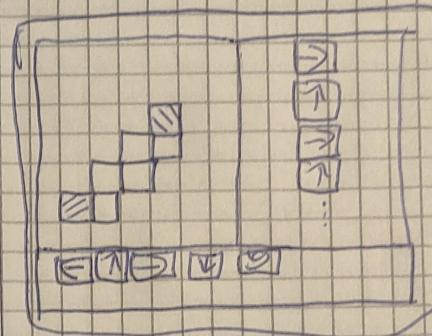


Story board

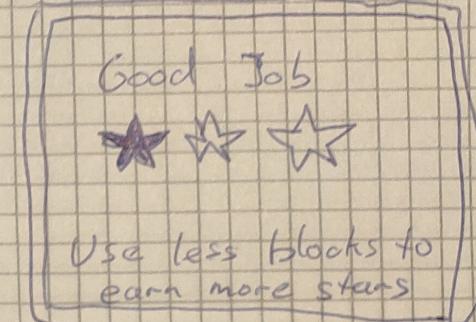


Anna wants to learn the basics of programming while having fun at the same time

She is presented a 2D puzzle where she needs to get from "start" to "finish"

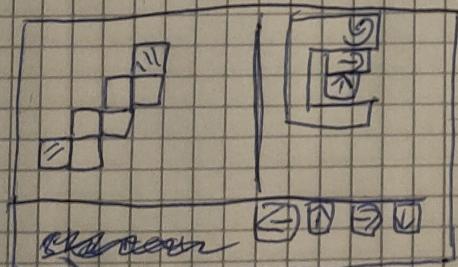


To do so she drags command-blocks into the execution queue



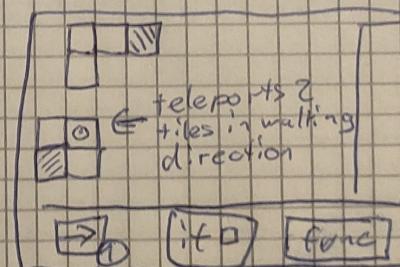
Use less blocks to earn more stars

She finishes and earns a star. To earn more stars she is encouraged to find a "better" solution.



She realizes that she can solve this problem with a loop

Excellent



Here she earns three stars for a solution with a minimal amount of blocks

Further puzzles introduce new blocks, limit the use of a block or introduce new obstacles