**Tile** = square unit on floor

**InitialPosition** = inside room 2327, one tile behind the door of the room

**Forward** = the direction in which you face against the wall in front of room 2327

* forward continuously changes to the direction in which you face immediately after turning right or left

**Right** = 90 degrees clockwise from forward

**Left** = 90 degrees counterclockwise from forward

**Wait** = if you are one tile away from a wall/glass:

* then true

Else:

* false

**Wait2** = if there is a wall/glass wall both **left** of you and **right** of you:

* then false

Else:

* true

**Move** = change your position 2 tiles in the forward direction by moving your right foot forward 1 tile and then moving your left foot forward 1 tile.

**Step** = a unit of decreasing elevation on the stairs from the second floor to first floor, in which the direction is both forward and downward.

**Move2** = change your position 2 steps in the forward direction by moving your right foot forward 1 step and then moving your left foot forward 1 step.

**STOP** = if the room 1014 appears to the **left** of you:

* then true

Else:

* false

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Your current position is InitialPosition and you are facing forward.

\*\*walking out the door and forward until one tile from the wall\*\*

While (wait is false):

* Move

Turn Right

\*\*going away from the room in right direction by repeating “move” 20 times\*\*

Repeat 20 times:

* Move

\*\*repeating “move” until there aren’t walls on both sides and turning right\*\*

While (wait2 is false):

* Move

Turn Right

\*\*repeating “move” until there ARE walls on both sides\*\*

While (wait2 is true):

* Move

\*\*repeating “move” until there aren’t walls on both sides and turning right\*\*

While (wait2 is false):

* Move

Turn Right

\*\*repeating “move” until there ARE walls on both sides\*\*

While (wait2 is true):

* Move

\*\*repeating “move” until there aren’t walls on both sides and turning left\*\*

While (wait2 is false):

* Move

Turn Left

\*\*repeating “move” until 1 tile away from wal and then turning right\*\*

While (wait is false):

* Move

Turn Right

\*\*repeating “move” until 1 tile away from glass wall then turning left\*\*

While (wait is false):

* Move

Turn Left

\*\*repeating “move” until 1 tile away from glass wall then turning left\*\*

While (wait is false):

* Move

Turn Left

\*\*repeating “move” until 1 tile away from glass wall then turning right\*\*

While (wait is false):

* Move

Turn Right

\*\*repeating “move” until 1 tile away from wall then turning left\*\*

While (wait is false):

* Move

Turn Left

\*\*repeating “step” 11 times and turning left\*\*

Repeat 11 times:

* Step

Turn Left

\*\*repeating “move” until 1 tile away from wall and turning left\*\*

While (wait is false):

* Move

Turn Left

\*\*repeating “step” 11 times and turning left\*\*

Repeat 11 times:

* Step

Turn Left

\*\*repeating “move” until there aren’t walls on both sides and turning left\*\*

While (wait2 is false):

* Move

Turn Left

\*\*repeating “move” until room 1014 appears to the left\*\*

While (STOP is false)

* Move

**END**