```
1    {namespace Robotmaze.soy}
2
3    /**
4     * This is modified by Wendy and Harshita March 27th
5     *This is a Closure Template.
6     *
7     * To regenerate just English, run:
8     *   make robotmaze-en
9     *
10    * To regenerate all languages, run:
11    *   make languages
12    */
13
14   /**
15    * Translated messages for use in JavaScript.
16    */
17   {template .messages}
18     {call BlocklyGames.soy.messages /}
19     <div style="display: none">
20       <span id="Maze_moveForward">{msg meaning="Maze.moveForward" desc="block text -
         Imperative or infinitive of a verb for a person moving (walking) in the direction
         he/she is facing."}move forward{/msg}</span>
21       <span id="Maze_turnLeft">{msg meaning="Maze.turnLeft"
         desc="[[Translating:Blockly#Drop-Down_Menus dropdown]] - Imperative or infinitive
         of a verb for a person turning his head and body one quarter rotation
         counter-clockwise.  Prefer a translation that has text in common with the
         translation of 'turn right'.  See [[Translating:Blockly#Drop-Down_Menus]]."}turn
         left{/msg}</span>
22       <span id="Maze_turnRight">{msg meaning="Maze.turnRight"
         desc="[[Translating:Blockly#Drop-Down_Menus dropdown]] - Imperative or infinitive
         of a verb for a person turning his head and body one quarter rotation clockwise.
         Prefer a translation that has text in common with the translation of 'turn left'.
         See [[Translating:Blockly#Drop-Down_Menus]]."}turn right{/msg}</span>
23       <span id="Maze_doCode">{{msg meaning="Maze.doCode" desc="block text - Imperative or
         infinitive of a verb preceding one or more commands to a person.  This is part of
         [https://github.com/google/blockly/wiki/Loops#repeat repeat] and
         [https://github.com/google/blockly/wiki/IfElse#If_blocks if]
         blocks.\n{lb}{lb}Identical|Do{rb}{rb}"}}do{{/msg}}</span>
24       <span id="Maze_elseCode">{{msg meaning="Maze.elseCode" desc="block text -
         Conjunction meaning 'otherwise', introducing commands to be performed if a previous
         condition was not true, as in 'if x>3, do this, else do that'.  See
         [https://github.com/google/blockly/wiki/IfElse#If-Else_blocks].\n{lb}{lb}Identical|El
         se{rb}{rb}"}}else{{/msg}}</span>
25       // The helpIfElse definition was copied up here ahead of when it is needed
26       // so that it is adjacent to the previous definition.
27       <span id="Maze_helpIfElse">{msg meaning="Maze.helpIfElse" desc="callout - This is
         shown when the 'if-else' block is introduced.  For 'if-else' concatenate the words
         for 'if' and 'else/otherwise'."}If-else blocks will do one thing or the
         other.{/msg}</span>
28       <span id="Maze_pathAhead">{msg meaning="Maze.pathAhead"
         desc="[[Translating:Blockly#Drop-Down_Menus dropdown]] - Condensed form of 'if
         there is a path ahead', as in: 'if path ahead, go forward'.  Prefer translation
         that has text in common with 'if path to the left' and 'if path to the right'."}if
         path ahead{/msg}</span>
29       <span id="Maze_pathLeft">{msg meaning="Maze.pathLeft"
         desc="[[Translating:Blockly#Drop-Down_Menus dropdown]] - Condensed form of 'if
         there is a path to the left', as in: 'if path to the left, turn left'."}if path to
         the left{/msg}</span>
30       <span id="Maze_pathRight">{msg meaning="Maze.pathRight"
         desc="[[Translating:Blockly#Drop-Down_Menus dropdown]] - Condensed form of 'if
         there is a path to the right', as in: 'if path to the right, turn right'."}if path
         to the right{/msg}</span>
31       <span id="Maze_repeatUntil">{msg meaning="Maze.repeatUntil" desc="block text -
         Imperative or infinitive of a verb to repeat the following commands.  The phrase is
         followed by the symbol denoting the end of the maze."}repeat until{/msg}</span>
32       <span id="Maze_moveForwardTooltip">{msg meaning="Maze.moveForwardTooltip"
         desc="tooltip - Moves the icon on the screen representing the player forward one
         square on the maze board."}Moves the player forward one space.{/msg}</span>
33       <span id="Maze_turnTooltip">{msg meaning="Maze.turnTooltip" desc="tooltip - Turns
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        the icon on the screen representing the player 90 degrees counter-clockwise (left)
        or clockwise (right)."}Turns the player left or right by 90 degrees.{/msg}</span>
34      <span id="Maze_ifTooltip">{msg meaning="Maze.ifTooltip" desc="tooltip - 'path'
        refers to a path through a maze."}If there is a path in the specified direction,
        then do some actions.{/msg}</span>
35      <span id="Maze_ifelseTooltip">{msg meaning="Maze.ifelseTooltip" desc="tooltip -
        'path' refers to a path through a maze."}If there is a path in the specified
        direction, then do the first block of actions. Otherwise, do the second block of
        actions.{/msg}</span>
36      <span id="Maze_whileTooltip">{msg meaning="Maze.whileTooltip" desc="tooltip -
        Repeat the enclosed commands until the maze has been successfully completed (the
        end point reached)."}Repeat the enclosed actions until finish point is
        reached.{/msg}</span>
37      <span id="Maze_capacity0">{msg meaning="Maze.capacity0" desc="warning - No more
        blocks may be added until some are removed.  Please include '%0' in the translated
        string.  It will be replaced with '0' and made bold."}You have %0 blocks
        left.{/msg}</span>
38      <span id="Maze_capacity1">{{msg meaning="Maze.capacity1" desc="warning - Only one
        more block may be added. Please include '%1' in the translated string. It will be
        replaced with '1' and made bold.\n\nSee also:\n*
        {lb}{lb}msg-blockly|Maze.capacity2{rb}{rb}"}}You have %1 block left.{{/msg}}</span>
39      <span id="Maze_capacity2">{{msg meaning="Maze.capacity2" desc="warning - Only %2
        more blocks may be used, where %2 is an integer greater than 1.\n\nSee also:\n*
        {lb}{lb}msg-blockly|Maze.capacity1{rb}{rb}"}}You have %2 blocks left.{{/msg}}</span>
40    </div>
41  {/template}
42
43  /**
44   * Web page structure.
45   */
46  {template .start}
47    {call .messages /}
48    <table width="100%">
49      <tr>
50        <td>
51          <h1>
52            {call BlocklyGames.soy.titleSpan}
53              {param appName}
54                {msg meaning="Games.maze" desc="IBID"}maze{/msg}
55              {/param}
56            {/call}
57            {call BlocklyGames.soy.levelLinks}
58              {param level: $ij.level /}
59              {param maxLevel: $ij.maxLevel /}
60              {param lang: $ij.lang /}
61              {param suffix}&skin={$ij.skin}{/param}
62            {/call}
63          </h1>
64        </td>
65        <td class="farSide">
66          <select id="languageMenu"></select>
67           
68          <button id="linkButton" title="{msg meaning="Games.linkTooltip"
          desc="IBID"}Save and link to blocks.{/msg}">
69            <img src="common/1x1.gif" class="link icon21">
70          </button>
71           
72          <button id="pegmanButton">
73            <img src="common/1x1.gif">
74            <span id="pegmanButtonArrow"></span>
75          </button>
76        </td>
77      </tr>
78    </table>
79
80    <div id="visualization">
81      <svg xmlns="http://www.w3.org/2000/svg" version="1.1" id="svgMaze" width="400px"
      height="400px">
82        <g id="look">
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 83            <path d="M 0,-15 a 15 15 0 0 1 15 15" />
 84            <path d="M 0,-35 a 35 35 0 0 1 35 35" />
 85            <path d="M 0,-55 a 55 55 0 0 1 55 55" />
 86          </g>
 87        </svg>
 88        <div id="capacityBubble">
 89          <div id="capacity"></div>
 90        </div>
 91      </div>
 92
 93      <table width="400">
 94        <tr>
 95          <td style="width: 190px; text-align: center; vertical-align: top;">
 96          <td>
 97            <button id="runButton" class="primary" title="{msg meaning="Maze.runTooltip"
               desc="tooltip - Pressing this button runs the computer program the user has
               written to move the player through the maze."}Makes the player do what the
               blocks say.{/msg}">
 98              <img src="common/1x1.gif" class="run icon21"> {msg meaning="Games.runProgram"
                 desc="IBID"}Run Program{/msg}
 99            </button>
100            <button id="resetButton" class="primary" style="display: none" title="{msg
               meaning="Maze.resetTooltip" desc="tooltip - Pressing this button restores the
               player to the start position and enables the user's program to be run
               again."}Put the player back at the start of the maze.{/msg}">
101              <img src="common/1x1.gif" class="stop icon21"> {msg
                 meaning="Games.resetProgram" desc="IBID"}Reset{/msg}
102            </button>
103          </td>
104        </tr>
105      </table>
106
107      {call .toolbox /}
108      <div id="blockly"></div>
109
110      <div id="pegmanMenu"></div>
111
112      {call BlocklyGames.soy.dialog /}
113      {call BlocklyGames.soy.doneDialog /}
114      {call BlocklyGames.soy.abortDialog /}
115      {call BlocklyGames.soy.storageDialog /}
116
117      {if $ij.level == 1}
118        <div id="dialogHelpStack" class="dialogHiddenContent">
119          <table><tr><td>
120            <img src="common/help.png">
121          </td><td> </td><td>
122            {msg meaning="Maze.helpStack" desc="callout - The word words for 'stack' and
               'blocks' should be the same as for stacking children's blocks. Use the
               imperative verb form appropriate for speaking to a child, gender unspecified.
               If no gender-neutral singular/familiar form exists but a gender-neutral
               plural/formal form exists, use that instead.  Be sure to use the same
               translation of 'move forward' as above."}Stack a couple of 'move forward'
               blocks together to help me reach the goal.{/msg}
123          </td><td valign="top">
124            <img src="maze/help_stack.png" class="mirrorImg" height=63 width=136>
125          </td></tr></table>
126        </div>
127        <div id="dialogHelpOneTopBlock" class="dialogHiddenContent">
128          <table><tr><td>
129            <img src="common/help.png">
130          </td><td> </td><td>
131            {msg meaning="Maze.helpOneTopBlock" desc="callout - This is displayed if a user
               attempts to run a program composed of multiple stacks of blocks, letting them
               know they need to create a single stack."}On this level, you need to stack
               together all of the blocks in the white workspace.{/msg}
132            <div id="sampleOneTopBlock" class="readonly"></div>
133          </td></tr></table>
134        </div>
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135        <div id="dialogHelpRun" class="dialogHiddenContent">
136          <table><tr><td>
137            {msg meaning="Maze.helpRun" desc="callout - This is shown after the user has
               created a program on the first level."}Run your program to see what
               happens.{/msg}
138          </td><td rowspan=2>
139            <img src="common/help.png">
140          </td></tr><tr><td>
141            <div><img src="maze/help_run.png" class="mirrorImg" height=27 width=141></div>
142          </td></tr></table>
143        </div>
144      {elseif $ij.level == 2}
145        <div id="dialogHelpReset" class="dialogHiddenContent">
146          <table><tr><td>
147            {msg meaning="Maze.helpReset" desc="callout - This is shown after the user has
               run a program that does not solve the maze."}Your program didn't solve the
               maze. Press 'Reset' and try again.{/msg}
148          </td><td rowspan=2>
149            <img src="common/help.png">
150          </td></tr><tr><td>
151            <div><img src="maze/help_run.png" class="mirrorImg" height=27 width=141></div>
152          </td></tr></table>
153        </div>
154      {elseif $ij.level == 3 or $ij.level == 4}
155        {if $ij.level == 3}
156          <div id="dialogHelpRepeat" class="dialogHiddenContent">
157            <table><tr><td>
158              <img src="maze/help_up.png">
159            </td><td>
160              {msg meaning="Maze.helpRepeat" desc="callout - This is shown when the
                 'repeat' block is introduced.  The word 'path' refers to a path through a
                 maze, and 'block' refers to a child's building block."}Reach the end of this
                 path using only two blocks. Use 'repeat' to run a block more than once.{/msg}
161            </td><td>
162              <img src="common/help.png">
163            </td></tr></table>
164          </div>
165        {/if}
166        <div id="dialogHelpCapacity" class="dialogHiddenContent">
167          <table><tr><td>
168            <img src="common/help.png">
169          </td><td> </td><td>
170            {msg meaning="Maze.helpCapacity" desc="callout - This is shown after the user
               has used all the blocks permitted on this level."}You have used up all the
               blocks for this level. To create a new block, you first need to delete an
               existing block.{/msg}
171          </td></tr></table>
172        </div>
173        <div id="dialogHelpRepeatMany" class="dialogHiddenContent">
174          <table><tr><td>
175            <img src="maze/help_up.png">
176          </td><td>
177            {msg meaning="Maze.helpRepeatMany" desc="callout - This is a hint that the user
               should place a second block inside of a a 'repeat' block."}You can fit more
               than one block inside a 'repeat' block.{/msg}
178          </td><td>
179            <img src="common/help.png">
180          </td></tr></table>
181        </div>
182      {elseif $ij.level == 5}
183        <div id="dialogHelpSkins" class="dialogHiddenContent">
184          <table><tr><td>
185            <img src="common/help.png">
186          </td><td width="95%">
187            {{msg meaning="Maze.helpSkins" desc="callout - This is a hint that the user can
               change the appearance of the player that moves within the maze."}}Choose your
               favourite player from this menu.{{/msg}}
188          </td><td>
189            <img src="maze/help_up.png">
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190              </td></tr></table>
191            </div>
192        {elseif $ij.level == 6}
193          <div id="dialogHelpIf" class="dialogHiddenContent">
194            <table><tr><td>
195              <img src="maze/help_up.png">
196            </td><td>
197              {msg meaning="Maze.helpIf" desc="callout - This is shown when the 'if' block is
                 introduced.  An example of an 'if' block is: 'if there is a path to the left,
                 turn left'."}An 'if' block will do something only if the condition is true. Try
                 turning left if there is a path to the left.{/msg}
198            </td><td>
199              <img src="common/help.png">
200            </td></tr></table>
201          </div>
202        {elseif $ij.level == 7}
203          <div id="dialogHelpMenu" class="dialogHiddenContent">
204            <table><tr><td>
205              <img src="maze/help_up.png">
206            </td><td id="helpMenuText">
207              {msg meaning="Maze.helpMenu" desc="callout - %1 will be replaced with an image
                 of the dropdown menu that the user needs to click."}Click on %1 in the 'if'
                 block to change its condition.{/msg}
208            </td><td>
209              <img src="common/help.png">
210            </td></tr></table>
211          </div>
212        {elseif $ij.level == 9}
213          <div id="dialogHelpIfElse" class="dialogHiddenContent">
214            <table><tr><td>
215              <img src="maze/help_down.png">
216            </td><td>
217              {msg meaning="Maze.helpIfElse" desc="IBID"}
218                If-else blocks will do one thing or the other.
219              {/msg}
220            </td><td>
221              <img src="common/help.png">
222            </td></tr></table>
223          </div>
224        {elseif $ij.level == 10}
225          <div id="dialogHelpWallFollow" class="dialogHiddenContent">
226            <table><tr><td>
227              <img src="common/help.png">
228            </td><td> </td><td>
229              {msg meaning="Maze.helpWallFollow" desc="callout - This advises the user to
                 solve a maze by keeping his/her left hand in contact with the wall while
                 proceeding through it.  The final sentence is a warning that only advanced
                 programmers should attempt this problem, as beginners tend to get frustrated."}
230                Can you solve this complicated maze? Try following the left-hand wall.
                 Advanced programmers only!
231              {/msg}
232              {call BlocklyGames.soy.ok /}
233            </td></tr></table>
234          </div>
235        {/if}
236    {/template}
237
238    /**
239     * Toolboxes for each level.
240     */
241    {template .toolbox}
242      <xml id="toolbox" style="display: none;">
243        <block type="maze_moveForward"></block>
244        <block type="maze_turn"><field name="DIR">turnLeft</field></block>
245        <block type="maze_turn"><field name="DIR">turnRight</field></block>
246        {if $ij.level > 2}
247          <block type="maze_forever"></block>
248          {if $ij.level == 6}
249            <block type="maze_if"><field name="DIR">isPathLeft</field></block>
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250          {elseif $ij.level > 6}
251            <block type="maze_if"></block>
252            {if $ij.level > 8}
253              <block type="maze_ifElse"></block>
254            {/if}
255          {/if}
256        {/if}
257      </xml>
258    {/template}
259
```