

## MAZE

I'm using constants for positions of keys, gates, traps, ...

Variable `robot_pos` is current position of robot and variable `puddle` is position of puddle or value -1, if the puddle has been already visited.

Variable `rusting_limit` counts number of steps after visiting puddle (init value of `rusting_limit` is 4, it decreases with every step when robot is rusting).