***Finding Princess Giraia***

***Finding Priestess Swestia***

While (! robot.frontIsCreature (“swestia”))

Check Front clear

Forward

Find creature “swestia”

Store creature

If left tile is red turn left forward1

Else if right tile is green

Turn right

Forward 1

Else if front tile is green

Forward 1

***Finding Princess Seastia***

***Finding Temple Tiles***

***Avoiding Creatures***

If robot.frontIsCreature “genious” ||(or) robot.frontIsCreature “ladybug”

robot.pickUpCreature

robot.turnright

robot.turnright

robot.putDownCreature

robot.turnright

robot.turnright

robot.forward 1

public void turnAround()

{

robot.turnLeft();

robot.turnLeft();

}

public void avoidCreature()

{

robot.pickUpCreature();

robot.forward(1);

turnAround();

robot.putDownCreature();

turnAround();

}