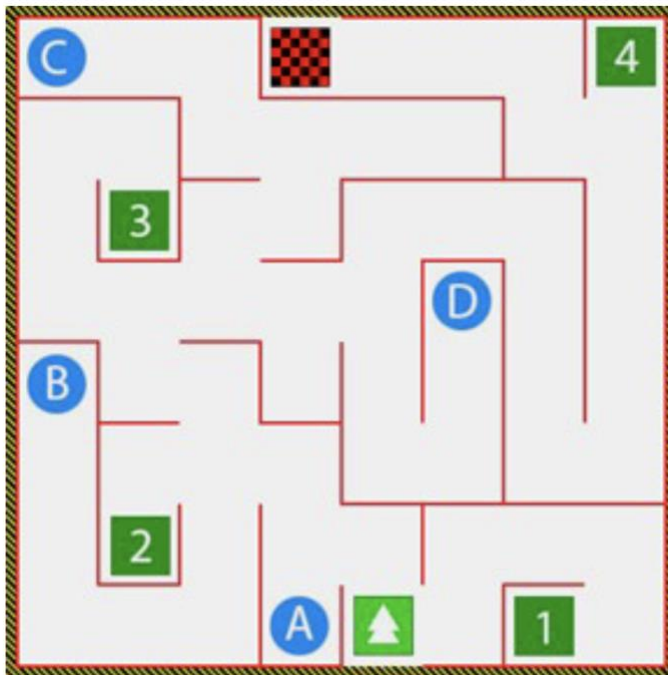


CISC 1003 – Number Maze

We will be using the VR.VEX environment for our class: <https://vr.vex.com/>

Playground: Wall Maze



Inputs: Size: 1-5, Color: 1-4

Program the VR Robot to move through the maze from Start (green square) to a number of your choice.

Place a comment at the start of your program to indicate which number you will be moving towards.

Use the various Drivetrain commands to get the robot to make it to number.

Additional instructions:

Add a comment with your name (using the gray box) at the beginning of the program.

Place comments (using the gray boxes) in the program to explain what the program will be doing.

Submitting Projects/HW:

When submitting your assignments, please submit the following:

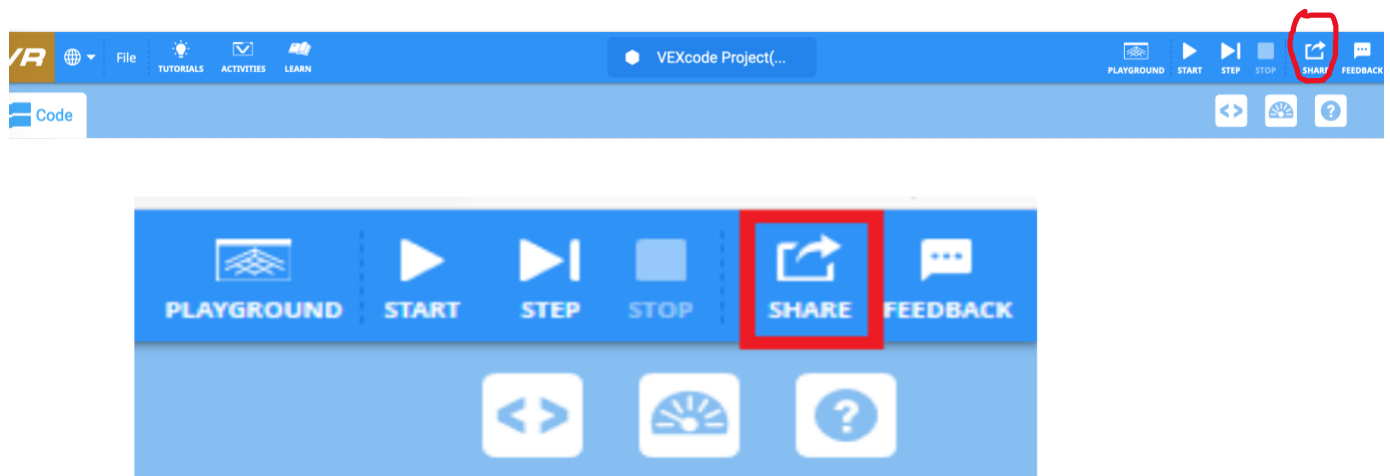
- PDF of the code

- VEXcode Project
- Screenshot of the playground after the program has stopped.

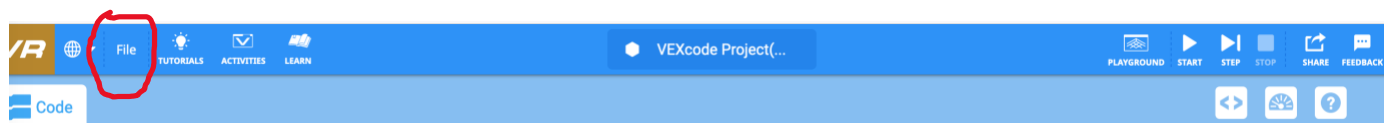
Your submission should include these three files, Name your document file using your Last name.Firstname and The lab name. E.g., Doe.Jane.obstacleavoidance.pdf, etc..

How to get these items:

- PDF of the code: share the code to get the PDF image of the program



- VEXcode Project: In the VEX code project go to: File, Save to Your Device



- Save a screen shot of the robot playground that showed what the robot after the program is complete:

<https://www.theverge.com/2019/11/8/20953522/how-to-take-screenshot-mac-windows-pc-iphone-android>

- Adapted from material by Prof. Lawrence Goetz