Get_to_target_x_from_west

While get_x != get_target_x

      While can_move == true and is_in_front_of_enemy == false:

        move()

      while can_move == false or is_in_front_of_enemy == true:

          turn_right()

          move()

          turn_left ()

      while get_direction!=WEST :

         if get_direction=SOUTH

           turn_right()

         elif get_direction=NORTH

           turn_left()

         else

           turn_right()

           turn_right()