

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()

If is_in_front_of_enemy == true:

turn_right()

move()

turn_left()

Else

move()

turn_left()

while get_direction != WEST :

if get_direction == SOUTH

turn_right()

elif get_direction == NORTH

turn_left()

else

turn_right()

turn_right()