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#   Project: VEXcode Project

#   Author: VEX

#   Created:

#   Description: VEXcode VR Python Project

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# Library imports

from vexcode import \*

def getBrightness(color):

colorDec={

58.7:"GREEN",

11.4:"BLUE",

29.9:"RED",

100:"NONE"

}

return colorDec.get(color,"white")

# Add project code in "main"

def main():

global brg,control

control=1

drivetrain.set\_drive\_velocity(20,PERCENT)

while control<=2:

control+=1

while True:

brg=getBrightness(down\_eye.brightness(PERCENT))

if brg=="GREEN":

drivetrain.turn\_for(RIGHT,90,DEGREES)

elif brg=="BLUE":

drivetrain.turn\_for(LEFT,90,DEGREES)

elif brg=="RED":

drivetrain.stop()

break

else:

drivetrain.drive(FORWARD)

wait(100, MSEC)

if control<=2:

drivetrain.turn\_for(RIGHT,90,DEGREES)

drivetrain.drive\_for(FORWARD,1230,MM)

drivetrain.turn\_for(RIGHT,90,DEGREES)

pass

wait(5, MSEC)

stop\_project()

# VR threads — Do not delete

vr\_thread(main())