

VIDEOGAME:

First Space shuttle on the moon



```
const pluckDeep = key => obj =>  
key.split('.').reduce((accum, key)  
=> accum[key], obj)
```

```
const compose = (...fns) => res =>  
fns.reduce((accum, next) =>  
next(accum), res)
```

```
const unfold = (f, seed) => {  
  const go = (f, seed, acc) => {  
    const res = f(seed)  
    return res ? go(f, res[1],  
acc.concat([res[0]])) : acc  
  }  
  return go(f, seed, [])  
}
```

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```
/ this routine handles a non-colliding ship invisibly  
/ in hyperspace
```

```
hp1, dap hp2  
count i mal, hp2  
law hp3 / next step  
dac i ml1  
law 7  
dac i mb1  
random  
scr 9s  
sir 9s  
xct hr1  
add i mx1
```

