Karel Project #25

BALL-IN-A-MAZE

The world is filled with maze puzzles. What could be better inspiration for a Karel Maze?

Before You Start

Go to the Creative Suite, open a new Karel project, and save it in the folder course-karel-projects/ as real-mazes.

> ## Goal: Create
>
> To create a puzzle-inspired maze, you will:
>
> 1. Research a puzzle from the real world.
> 2. Make a Karel maze based on the real-world puzzle.

Step 1: Learn About Mazes in the Real World

Take a look at the maze below.

Source: McGeddon ([CC BY-SA 2.0)](CC BY-SA 2.0)

This is an example of a labyrinth game, also known as a Ball-in-a-maze puzzle. In this puzzle the player tilts the maze in order to guide a marble from the start of the maze to the end. If the marble falls through one of the holes, the game restarts.

Source: Alexas_photos (CC0 Creative Commons)

In this project you will create a Karel maze to that is inspired by the Ball-in-a-maze puzzle.

Step 2: Build Your Own

For this project, use the maze above, or research another maze on the web. You do not need to copy the maze exactly. Try to discover what the original designer was trying to do with their design.

Project Checklist

Your Project will be finished when:

1. You have saved the project in the folder course-karel-projects/.
2. You have studied a maze from the real world.
3. You have created a Karel maze based on the real-world maze.