Module 6: Ants1 World

Version of 14 June 2015

1. Load and run the Ants1 world.
2. In this world, the village is infested with ants (pushpads), and the kodu's job is to relocate the ants to the desert. If the kodu bumps an ant, the ant will glow and follow the kodu.
3. You will need a state machine with three states to solve this problem. Use the Show Page As Color idiom for each state.
4. FIRST STATE: pursue and bump ants. Once an ant has been bumped, switch to the second state.
5. SECOND STATE: follow the white path until reaching the end. This will lead the ants "over the bridge" from the village to the desert. The ants will fall off the bridge and be trapped in the desert. When the kodu reaches the end of the white path it should switch to the third state.
6. THIRD STATE: follow the blue path to get from the desert back to the village. The beginning of the blue path is high enough off the ground that the ants can't follow this path, but the kodu can.
7. Upon reaching the end of the blue path, the kodu is back in the village and should resume chasing ants. What state should it switch to?
8. Did you remember to use Show Page As Color?
9. Run your program and see if you can rid the village of ants.