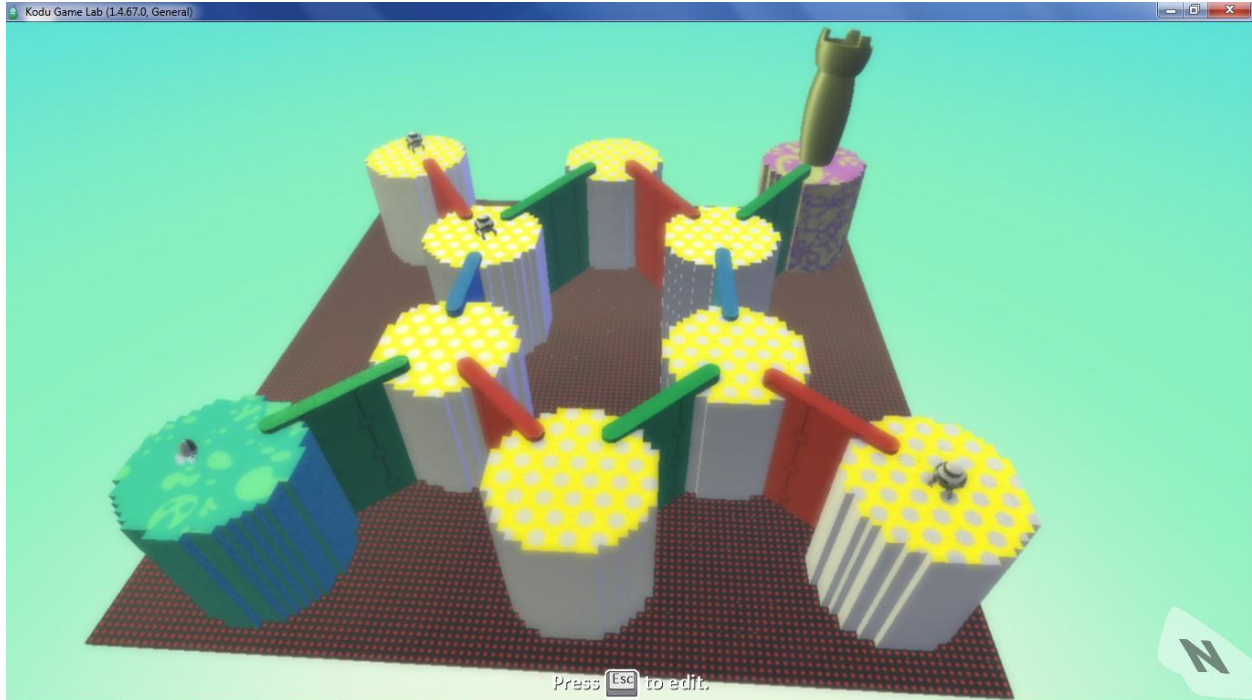


Module 6: HexGraph1 World

Version of 14 June 2015



1. Load and run the HexGraph1 world.
2. The kodu wants to get to the castle. To do so, it must follow a series of paths from pillar to pillar. Some pillars are guided by pushpads and must be avoided.
3. Figure out which paths the kodu should cross to safely reach the castle. Write down your solution as a sequence of colors, e.g., the sequence “green, blue” would get the kodu eaten by a pushpad.
4. How many paths does the kodu need to cross? _____
5. Draw a state machine on the other side of this page that will get the kodu to the castle. Each page of the state machine should contain an instance of the Follow the Yellow Brick Road idiom, except the path color will not be yellow this time: it will be red, green, or blue.
6. How many nodes are in your state machine? _____
7. Following the state machine diagram you drew, program the kodu with the rules it needs to get to the castle. Use the Show Page As Color idiom on each page.
8. Run the program to see if your solution works.

Draw your state machine diagram here: