CHALLENGE: Line Follower Expert

INSTRUCTIONS:

Make a program with Make Code, so the robot can make a line follower all along the line until it reaches its initial point. Each time you pass the curves, you will receive 5 points for each correct turn and 5 points when you reach the area from which you started. The maximum score is 20 points per round. Once the challenge is finished, accept the option to upload the scores to RobotVirtualGames.com where your scores and time you achieved will be reflected. The time and points of the 10 rounds will be added. The final parameter will be the time and score of the total sum.

HOW TO WIN?

To win you have to achieve the maximum score in the shortest time possible in the total rounds specified in the challenge detail box. You must manage to develop the challenge, within the time of the call, in the Virtual Game Room created for this purpose, or within the time, outside the Game Room if you prefer.

LEARNING OBJECTIVES

• Learn to learn

• Practice iconographic programming using Lab View

• Critical thinking

• Development of Mathematical Logical Thinking focused on Algorithms.

• Manage stress

• Develop Emotional Intelligence NOTAS: In this challenge it is not allowed to upload your own robot.

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