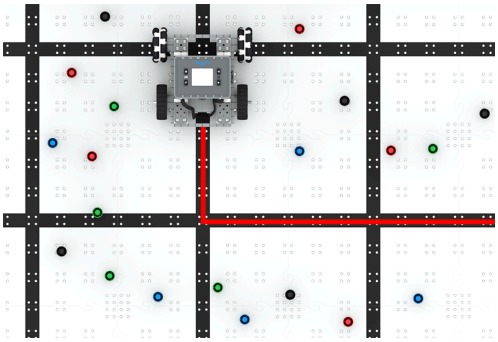
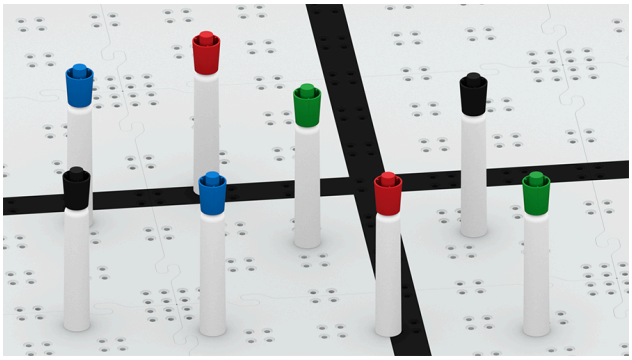
VEX IQ Activity



Marker Maze

Can your BaseBot turn at the correct angle to avoid knocking over the markers?

Step by Step



1. Create a maze using various markers on a flat surface. The path through the maze should be big enough for the Basebot to travel through and contain two right angles.
2. Build the BaseBot and open VEXcode IQ. Use the BaseBot (Drivetrain 2-motor) template and create a project that directs the Basebot to travel through the maze without knocking down any markers.
3. Complete one practice run, and then do a second run, recording your time. If you knock down a marker, start again.
4. Can you reiterate on your project to make it travel through the maze faster without knocking anything down? Change your project if needed, and test it again until you are successful.

'LEVEL UP'

- **Obtuse, Acute**- Change the path to include an obtuse and or/acute angle.
- **Reverse!-** Have the Basebot complete the maze and then travel back through the maze in reverse.

Pro Tips

- Try using the [Turn Velocity] block to help with precise turning.

Standard: CSTA 1B-AP-15 - Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.

Copyright 2021 Innovation First, Inc. (dba VEX Robotics). All rights reserved. See full Copyright terms at https://copyright.vex.com/