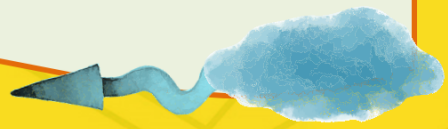
Push Box Game

Target

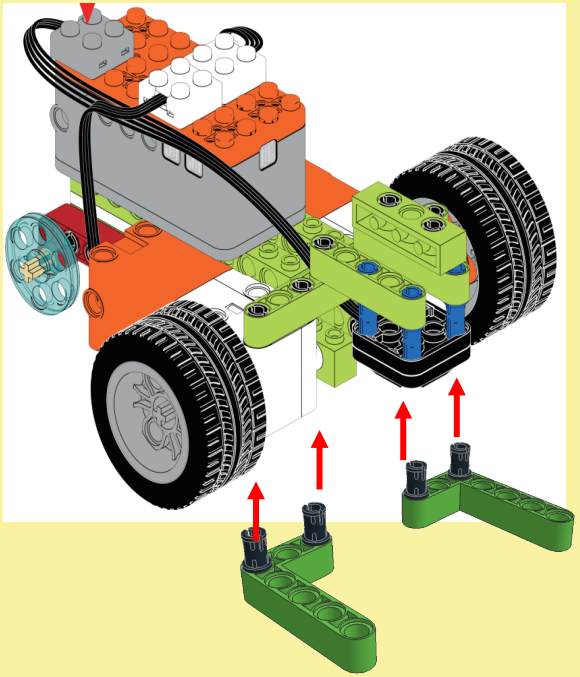
- Design a Structure to Help Carry Items
- Using the move and control modules learned in the last 3 lessons, complete the task of pushing the blocks to the designated position.
- Learn how to apply my module to create a custom move module specific to your needs.

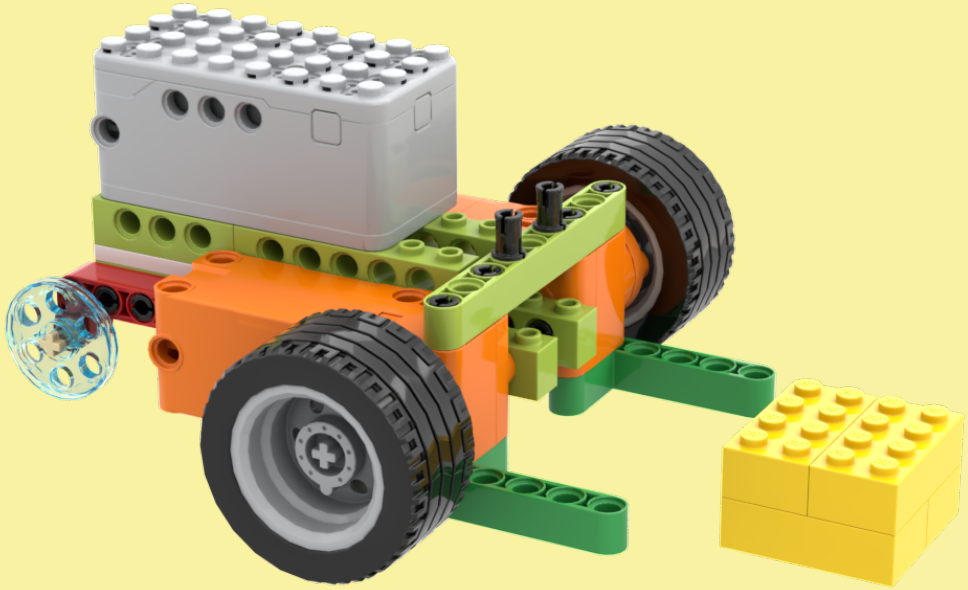
01 Assembly



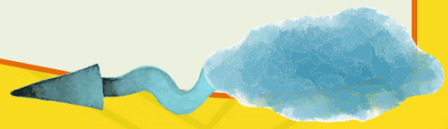
Assembly

Add a Structure to Assist in Carrying Items



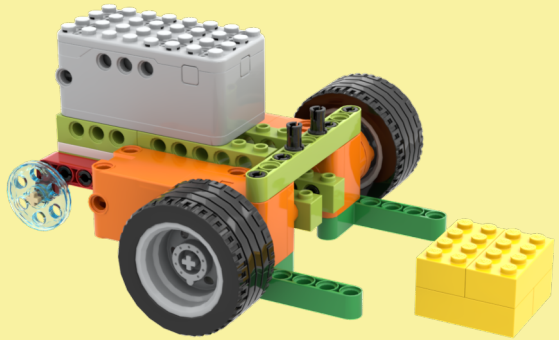


02 Task



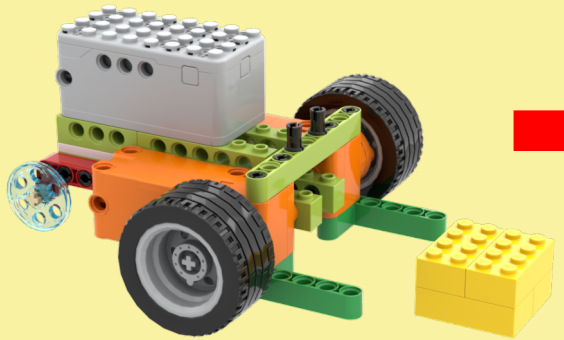
Task

Task 1 : Carry the item



Task

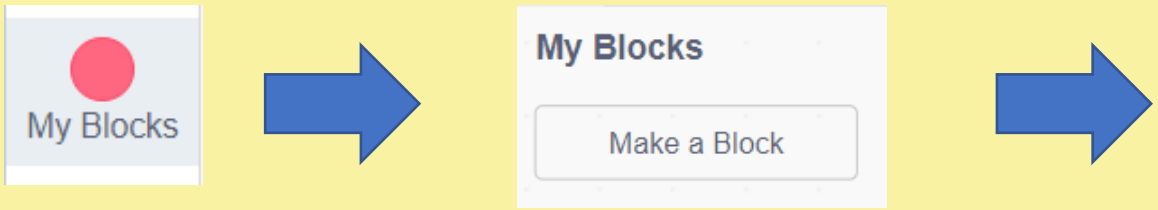
Task 2 : Carry the item

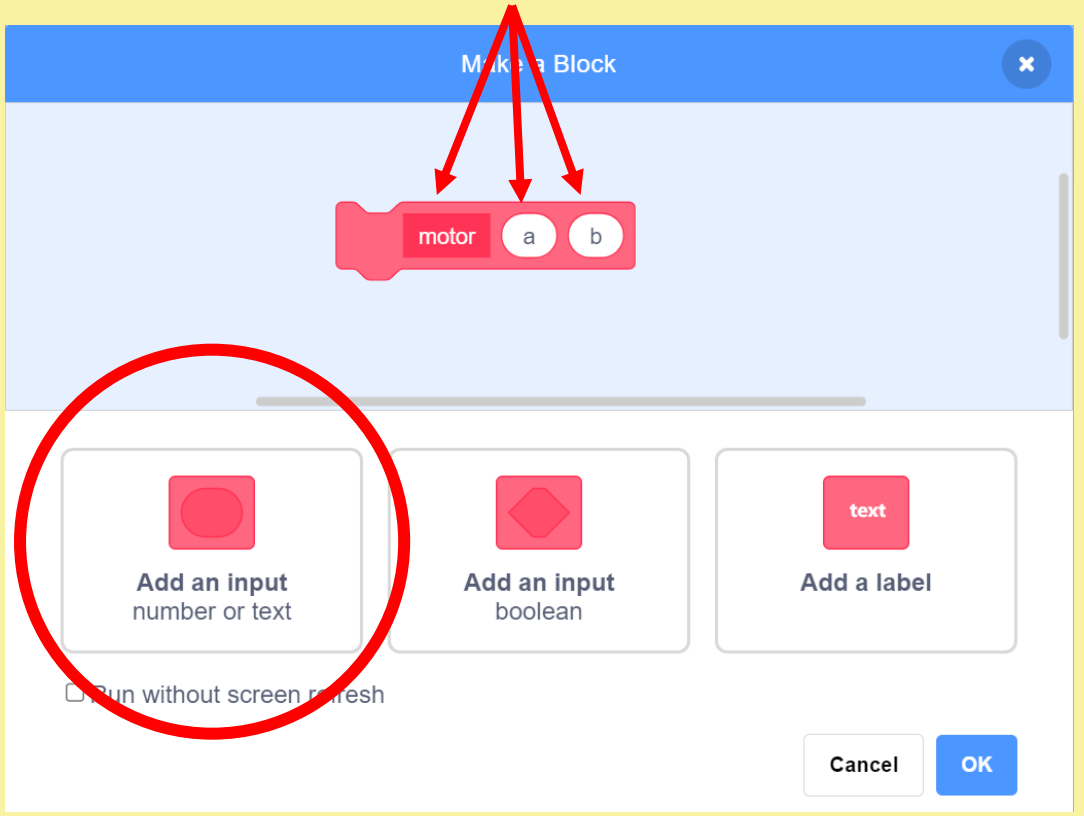


Coding Technique 1

Let's create a module that moves straight.

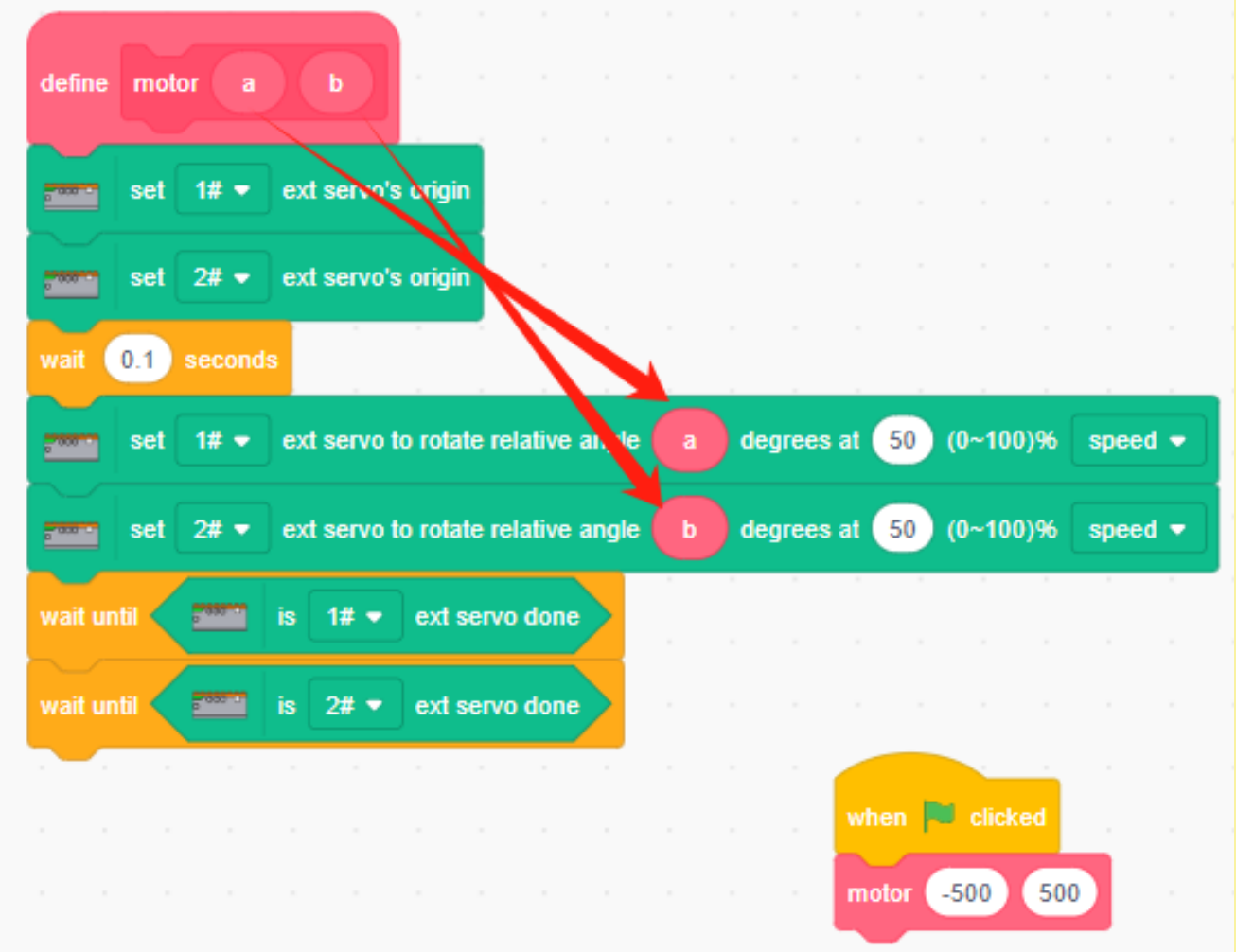
Note: The naming of my module and parameter names should only use English letters.





Coding Technique 1

Note: The main program must be on the right side of the module program.



Task

Task 3 : After retrieving the item, carry it to the designated location