



# Push Box Game

## 课程目标

- 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.

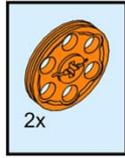


# 01 Assembly



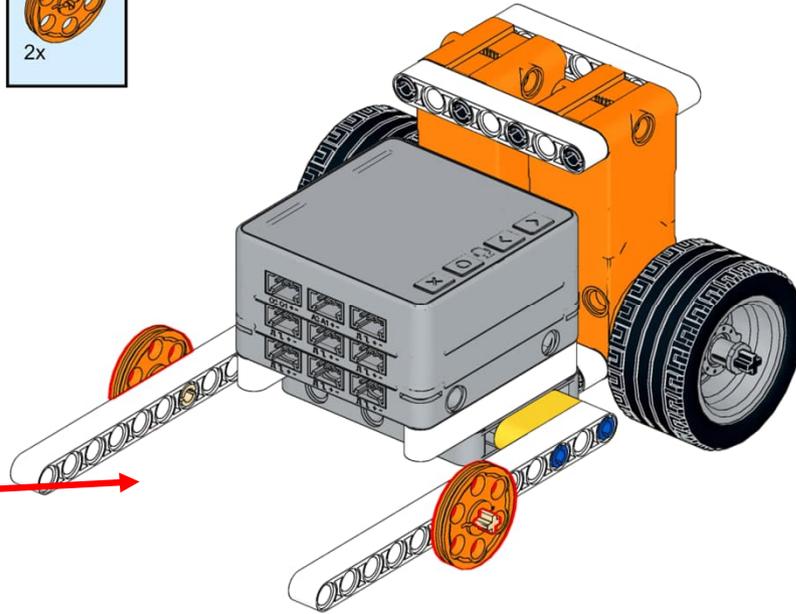
# Assembly

23



See Lesson 1  
for complete  
instructions

The area  
enclosed by the  
long beam can  
be used to carry  
items





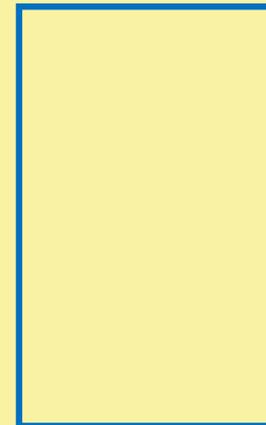
# 02 Task





# Task

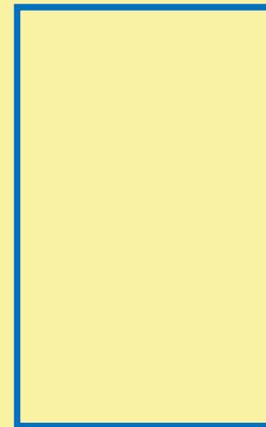
## Task 1: Carry the item





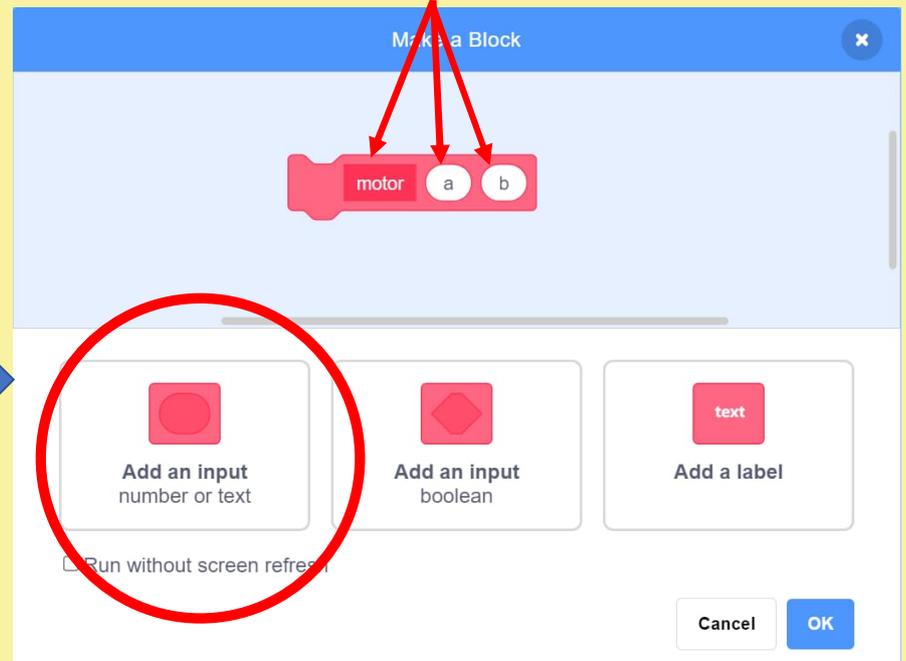
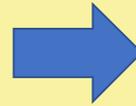
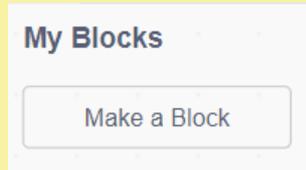
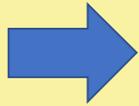
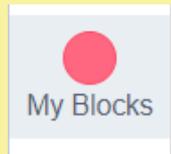
Task

## Task 2: Carry the item



# Coding Technique 1

Let's create a module that moves straight.



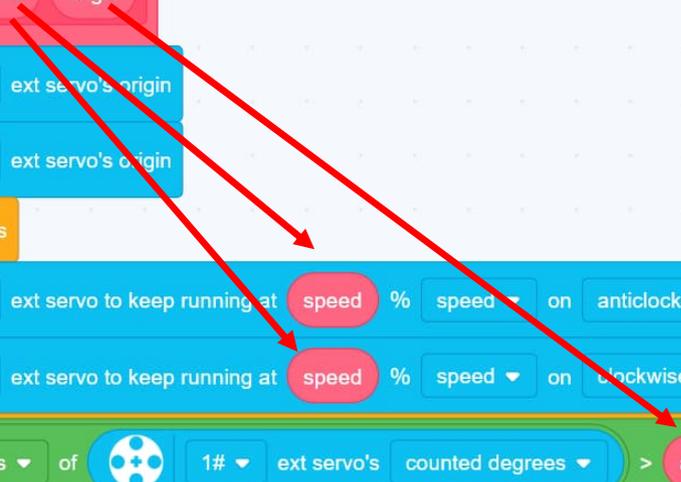
**Note: The naming of my module and parameter names should only use English letters.**





# Coding Technique 1

```
define motor speed angle
set 1# ext servo's origin
set 2# ext servo's origin
wait 0.1 seconds
set 1# ext servo to keep running at speed % speed on anticlockwise
set 2# ext servo to keep running at speed % speed on clockwise
wait until abs of 1# ext servo's counted degrees > angle
stop all ext servo(s)
```





# Task

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



```
when green flag clicked
  motor 30 1000
  wait 0.5 seconds
  sync 1# & 2# to rotate at 30 speed(0~100) turn right for 215 degrees(offline only)
  wait 0.5 seconds
  motor 30 400
```

