

4.3 Successful Escape


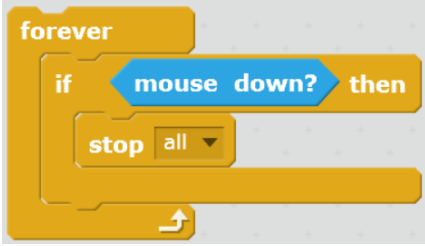

Intro

Mike is going to escape successfully soon with Mike No.1. What's waiting for them? Challenges? Or more danger?

Task

1. Stop the program when Mike No.1 reaches the destination.

Start Learning

Block	Explanation	Example
	Stop the whole program	
	Condition	


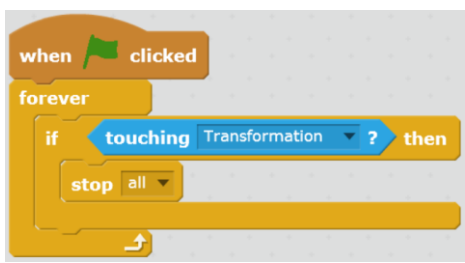
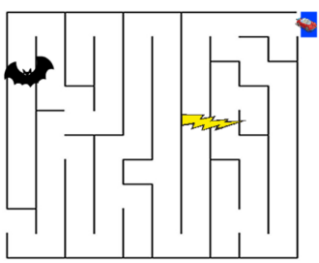
☆ Explore

Explore the function of every option by yourself.



Achieve

Let's create a sprite which represents the destination of the maze, and use it to decide whether Mike No.1 has reached the destination.

Sprite	Program	Effect
 End		

What You've Learnt?

Adventure Diary (Self-Assessment)

Gas Station (Other's Assessment)

