Karel Must Find the Tennis Balls!

 Go into Sandbox mode in your CodeHS website, create a world that is 25 X 25.



Karel can start anywhere on the world facing any direction. You will create a maze with the following criteria:

* The paths can be only one avenue or street wide (no big rooms)
* There must be 15 balls placed around the maze
* At one location there must be two balls
* The maze must be solvable

Once you have built the maze, you will exchange with a partner, they will need to use your profile and you will use theirs.

Solve their maze with the following criteria:

* Use SuperKarel commands
* Pick up all Tennis Balls
* Complete the maze with no errors in <= 100 lines of code!

Show Mr. Kramer when complete: You will need to use conditional logic!