

The Captain's Buried Treasure, Part 3

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That Captain is a crafty one but you are craftier! You now have the third and final map in the captain's set. Follow the directions through the pirate hideout to uncover the buried treasure at last! In this challenge, you will practice navigating with multiple sensors and Switch-Loop behaviors.

Rules and Procedure

1. You must follow the steps on the treasure map in order. Skipping steps is not allowed (See Below).
2. Your robot must avoid the hazards on the board. You must restart your run if your robot collides with anything or enters any hazard area!
3. For the Wailing Caves, someone not on your team such as a neighbor or colleague should make ghost sounds while the robot is traveling. The robot must stop while they are making the sounds, and travel only when they are not. Make sure the person makes the sounds loud enough for your robot to hear! You may have to move quietly...
4. The Shark Lagoon will contain another team's NXT, moving in a set pattern. Your robot must avoid it! If there is not another team available to lend you an NXT, your robot will simply have to detect whether there is a large fin in its way, and wait for the fin to be removed (by hand) before proceeding.
5. Beat the challenge by avoiding all the hazards, and having your robot stop on top of the final X!
 - Proceed through the Wailing Caves (2). There are ghosts here! Move only when they're not around. Listen carefully for ghostly noise, and move only when they aren't audible.
 - Tread the narrow Path to Nowhere (3).
 - Cross the treacherous Shark's Lagoon (4). *[Moving obstacles if multiple NXT's, otherwise static obstacle to be removed.]*
 - Touch the pirate ship to claim your treasure (5).

