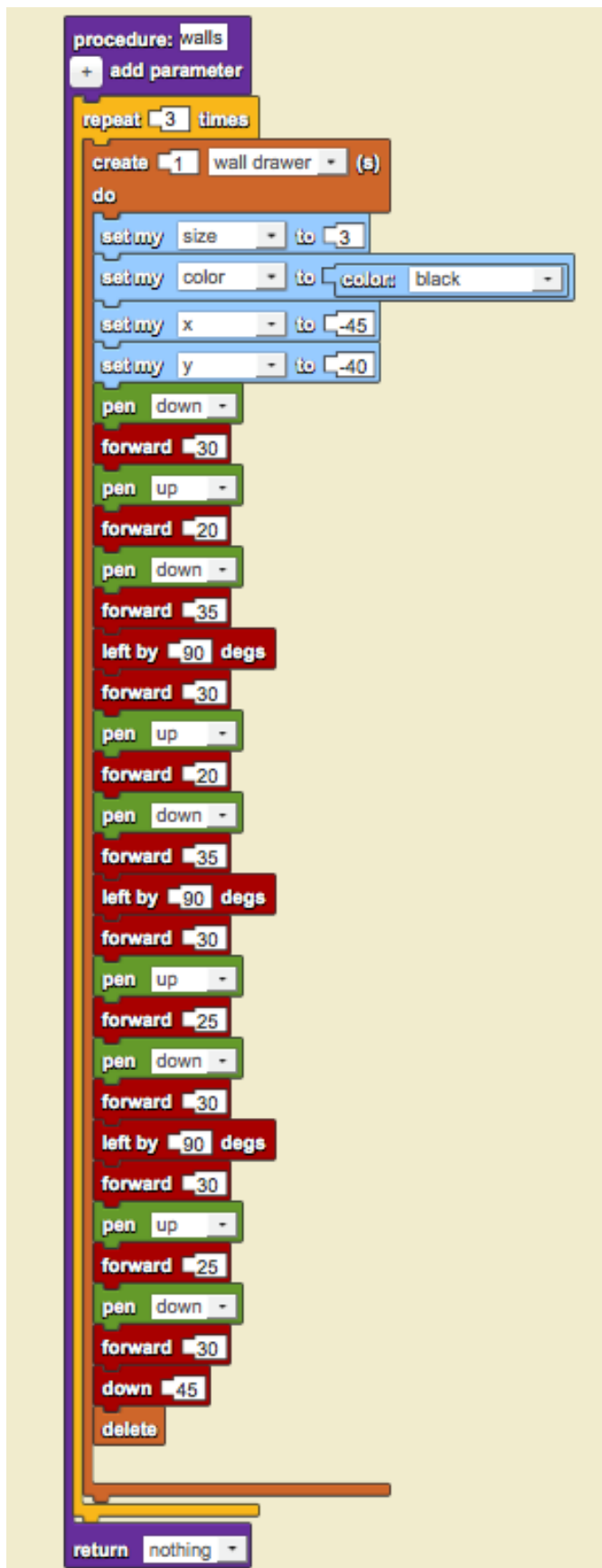
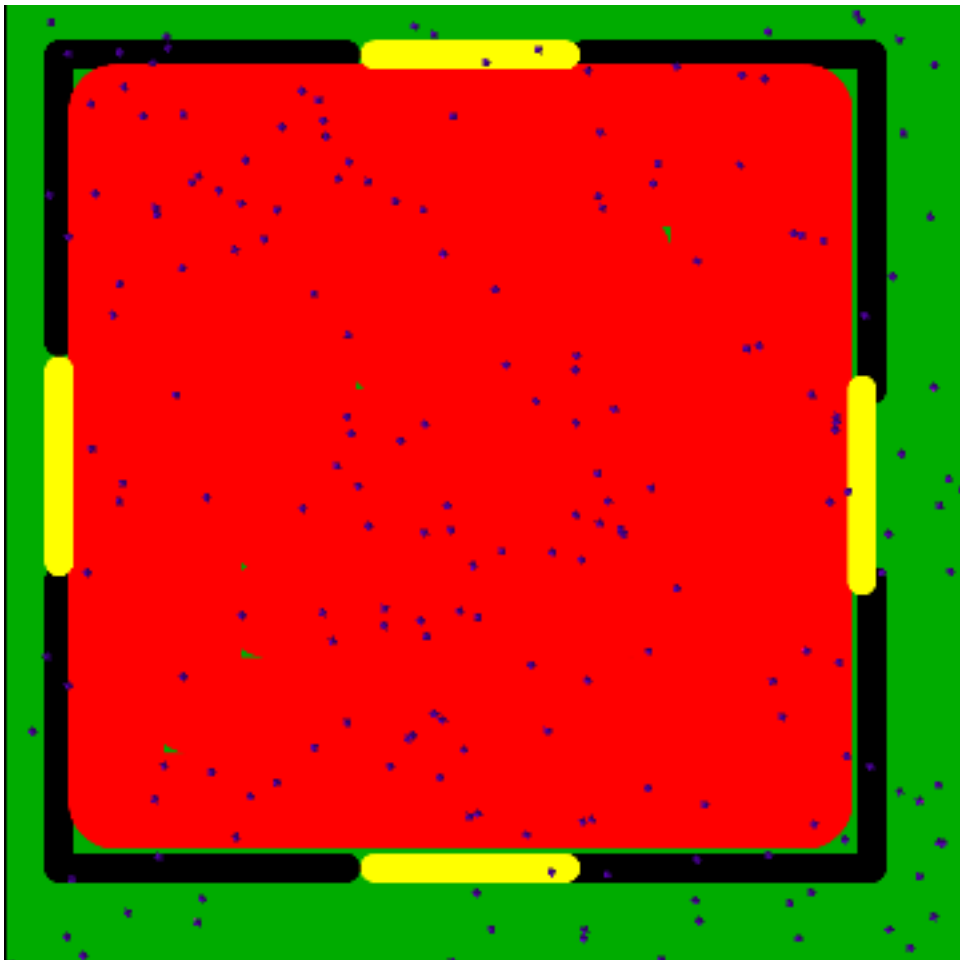


Star logo Nova team 84 code





```

when Lockdown pushed
  face towards nearest door within 10 steps
  forward random 100 - 50
  left by random 90 - 45 degs
  backwards random 100 - 50
  right by random 90 - 45 degs
  if terrain color = color: yellow
    face towards color: green
    forward 0
  
```

```

while forever toggled
  call: movement
  
```

```

procedure: movement
  + add parameter
  forward random 100 - 50
  left by random 90 - 45 degs
  backwards random 100 - 50
  right by random 90 - 45 degs
  if terrain color = color: black
    scatter
  return nothing
  
```

procedure: doors

+ add parameter

create 1 door (s)

do

set my color to color: yellow

set my size to 3

set my y to -40

set my x to -12

pen down

forward 20

set my x to 39

set my y to -10

left by 90 degs

forward 20

set my x to 8

set my y to 45

left by 90 degs

forward 20

set my x to -45

set my y to 12

left by 90 degs

forward 20

delete

return nothing

