Journey Project Summary Part I: Basic Game

Initial Story: You are a traveler on a journey to reach a goal. You travel on the ground amid walls and one or more chasers. The chasers move (initially) randomly on the ground. When you move next to the goal, you win. If you move next to a chaser, you lose.

Agents:

![Traveler](image)

![Chaser](image)

Goal: ![Goal](image)

Ground: ![Ground](image)

Wall: ![Wall](image)

Initial Worksheet:
**Behavior:** First step. Basic chaser behavior: move randomly on the floor. Basic traveler behavior: cursor control, game ending conditions (collision).
**Behavior:** Next step. Add walls. This results in additional conditions for traveler movement to prevent traveler from moving on walls.
Worksheet with walls: Worksheet with walls.
**Problem:** Traveler can cheat by moving off the game ground. This is possible in the down and right directions only.

**Final behavior for traveler:** Add rules that make a sound for attempted movement off the ground. Note the importance of rule order for the new rules.