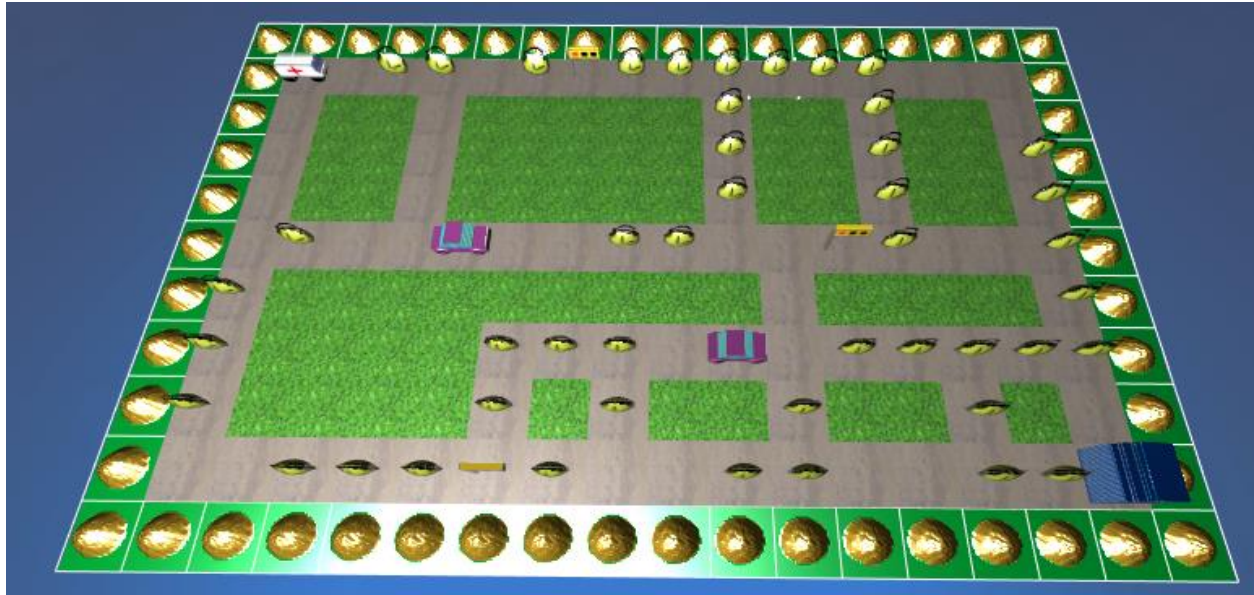


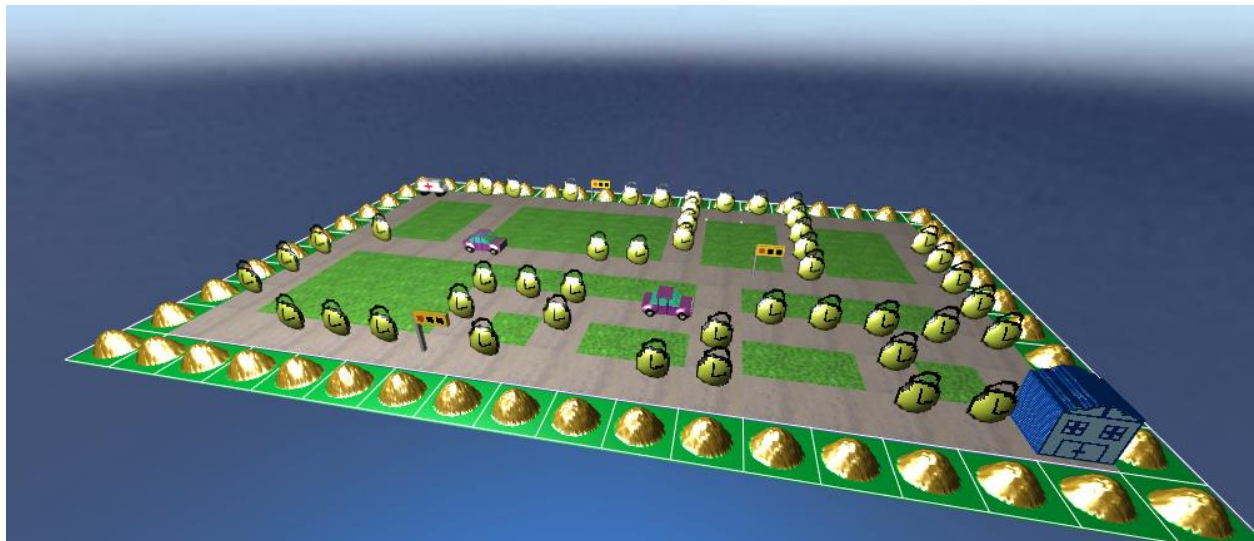
Scrub In Maze (AgentCubes)

Level 1 Stage Setup

2D View













3D View



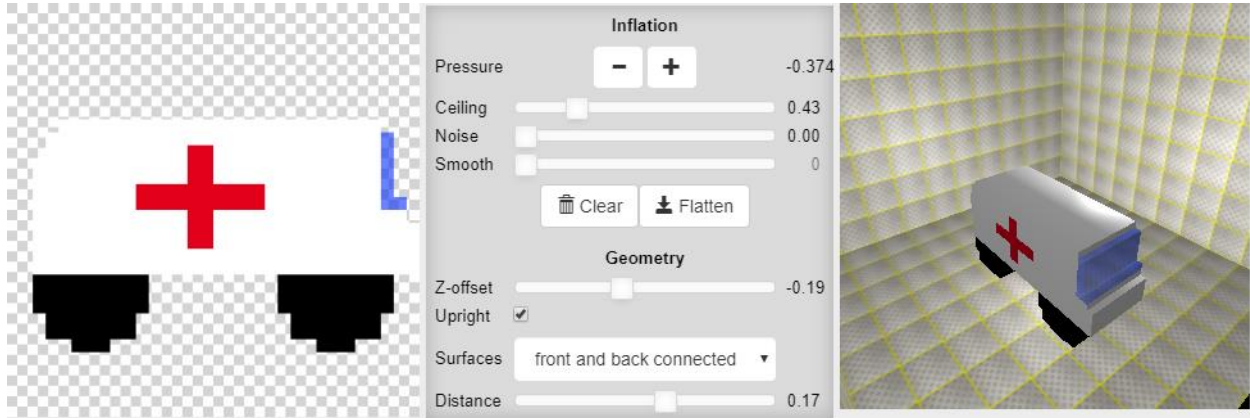
Agents

Agents

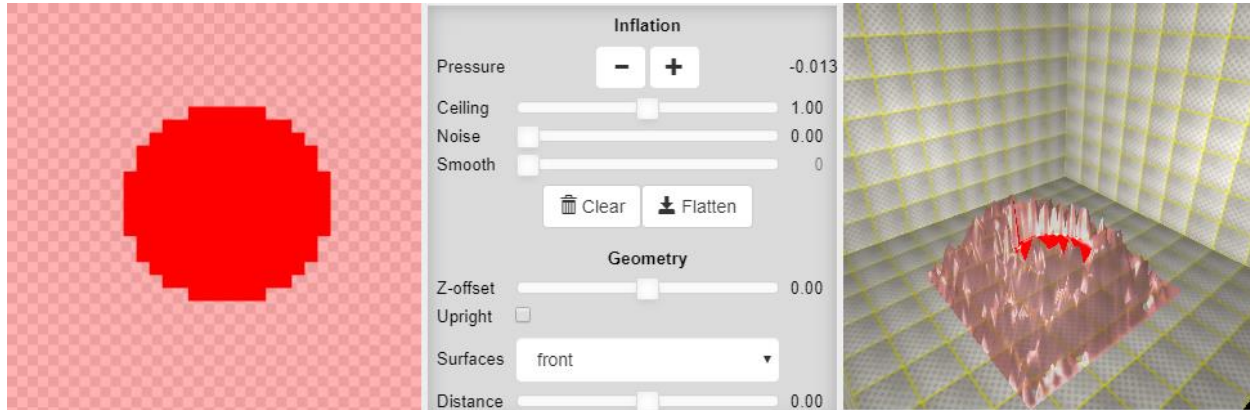
- ▼  Ambulance
 - Shapes:
 -  Ambulance
 -  DeadAmb...
- ▶  Cars
- ▶  Clock
- ▶  Grass
- ▶  Hospital
- ▶  Missile
- ▼  StopLight
 - Shapes:
 -  GreenLight
 -  RedLight
- ▶  Street
- ▶  Wall

Ambulance

Ambulance Shape

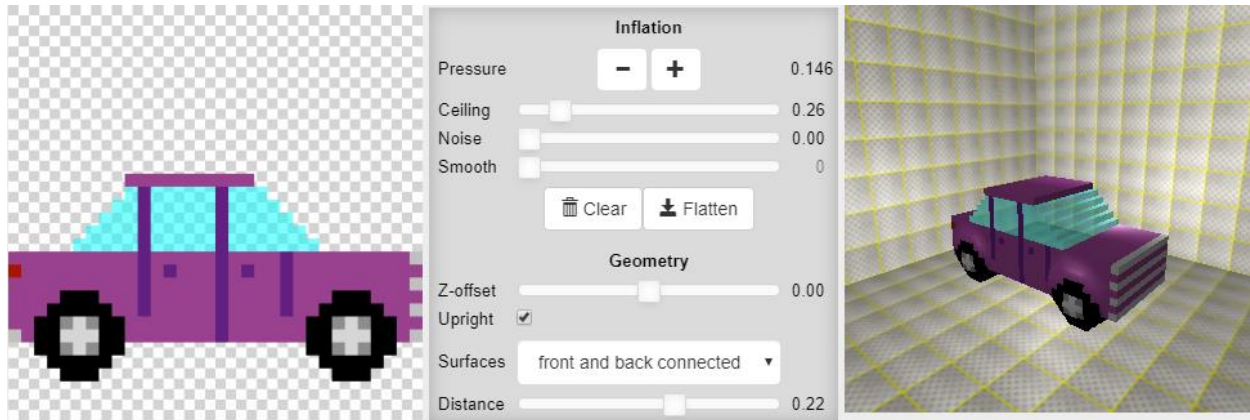


DeadAmbulance Shape



Cars

Cars Shape



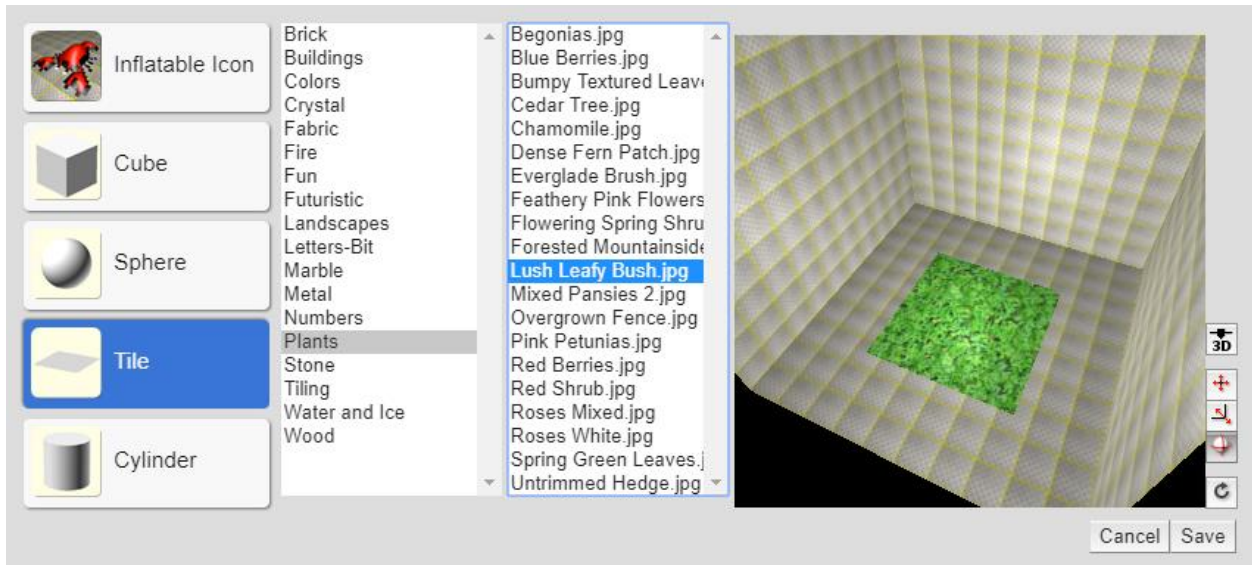
Clock

Clock Shape



Grass

Grass Shape



Hospital

Hospital Shape



Missile

Missile Shape



StopLight

GreenLight Shape

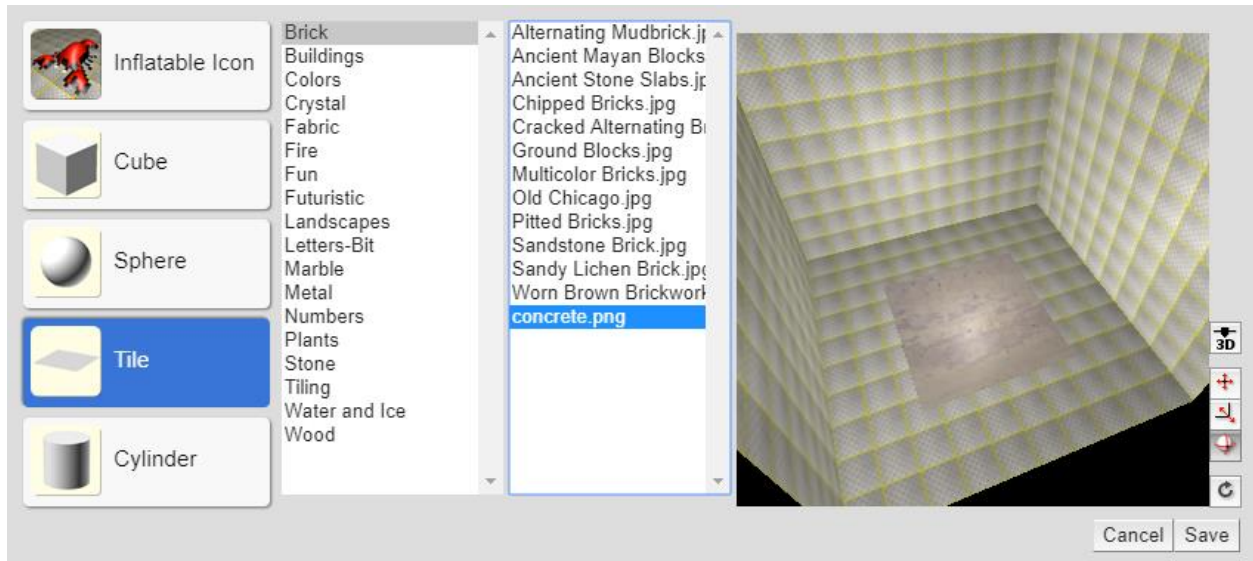


RedLight Shape



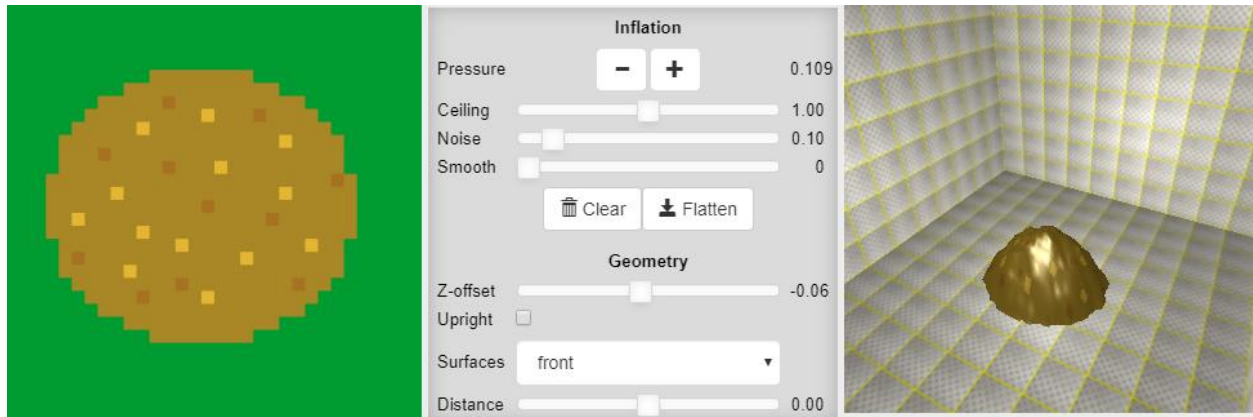
Street

Street Shape



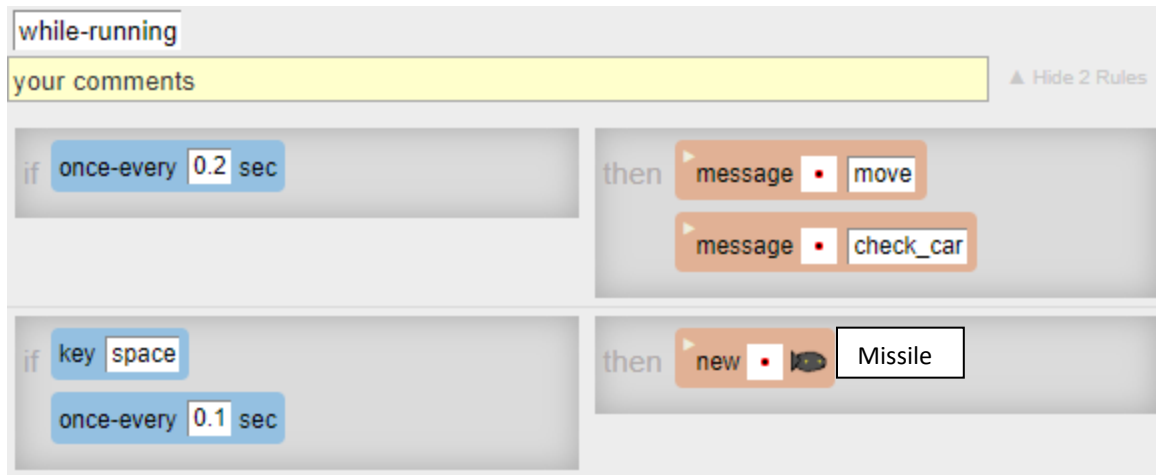
Wall

Wall Shape



Agents' Behaviors

Ambulance



on move

your comments

▲ Hide 16 Rules

<p>if key ↑</p> <p>▶ see ↑ Street</p>	<p>then ▶ move ↑</p> <p>▶ rotate-to 90 0 0</p>
<p>if key →</p> <p>▶ see → Street</p>	<p>then ▶ move →</p> <p>▶ rotate-to 0 0 0</p>
<p>if key ↓</p> <p>▶ see ↓ Street</p>	<p>then ▶ move ↓</p> <p>▶ rotate-to 270 0 0</p>


```
if key ←
  see ← Street
```

```
then
  move ←
  rotate-to 180 0 0
```

```
if key ↑
  see ↑ Lock
```

```
then
  erase ↑
  move ↑
  rotate-to 90 0 0
  set score to score + 1
  print Score: ~score
```

```
if key →
  see → Lock
```

```
then
  erase →
  move →
  rotate-to 0 0 0
  set score to score + 1
  print Score: ~score
```

```
if key ↓
  see ↓ Lock
```

```
then
  erase ↓
  move ↓
  rotate-to 270 0 0
  set score to score + 1
  print Score: ~score
```

```
if key ←
  see ← 🔒 Clock
```

```
then
  erase ←
  move ←
  rotate-to 180 0 0
  set score to score + 1
  print Score: ~score
```

```
if key ↑
  see ↑ 🏥 Hospital
  test score >= 21
```

```
then
  stop-simulation
  show-message You won!
  wait 1.0 sec
  reload-world
  run-simulation
```

```
if key →
  see → 🏥 Hospital
  test score >= 21
```

```
then
  stop-simulation
  show-message You won!
  wait 1.0 sec
  reload-world
  run-simulation
```

```
if key ↓
  see ↓ 🏥 Hospital
  test score >= 21
```

```
then
  stop-simulation
  show-message You won!
  wait 1.0 sec
  reload-world
  run-simulation
```

if key ← see ↩ Hospital test score >= 21	then stop-simulation show-message You won! wait 1.0 sec reload-world run-simulation
--	---

if key ↑ see ↗ GreenLight	then move ↑
------------------------------	-------------

if key → see ↘ GreenLight	then move →
------------------------------	-------------

if key ↓ see ↙ GreenLight	then move ↓
------------------------------	-------------

if key ← see ↩ GreenLight	then move ↩
------------------------------	-------------

on check_car









your comments ▲ Hide 1 Rule

if stacked above or below Cars	then change DeadAmbulance wait 1 sec stop-simulation reload-world run-simulation
--------------------------------	--

Cars

while-running

your comments ▲ Hide 4 Rules

if	next-to > 0  Ambulance	then	move-random-on  Ambulance
	once-every 0.5 sec		
if	next-to > 0  Street	then	move-random-on  Street
	once-every 0.5 sec		
if	next-to > 0  RedLight	then	move-random-on  RedLight
	once-every 0.5 sec		
if	next-to > 0  Clock	then	move-random-on  Clock
	once-every 0.5 sec		

Clock

while-running

your comments ▲ Hide 1 Rule

if		then	
----	--	------	--

Grass

while-running

your comments ▲ Hide 1 Rule

if		then	
----	--	------	--

Hospital

while-running

your comments ▲ Hide 1 Rule

if		then	
----	--	------	--

Missile

while-running

your comments

▲ Hide 4 Rules


if stacked immediately above  Grass	then erase 
if stacked immediately above  Hospital	then erase 
if stacked immediately above  Wall	then erase 
if once-every 0.1 sec	then move 

StopLight

while-running

your comments

▲ Hide 4 Rules

if see  Missile	then change  GreenLight
if see  Missile	then change  GreenLight
if see  Missile	then change  GreenLight
if see  Missile	then change  GreenLight

Street

while-running

your comments

▲ Hide 1 Rule

if	then
----	------

Wall

while-running

your comments

▲ Hide 1 Rule

if

then