Student Name:

Assignment:

Notes:

Project Name: Treasure Mover

Project Type: Blocks

Date: Mon Mar 02 2026

```
when started

Turn on the Optical light to allow it to see the block color better

set  Optical2 ▼  light  on ▼

repeat  5

    Move to the block

    drive  forward ▼  for  305  mm ▼  ▶

    turn  left ▼  for  90  degrees  ▶

    drive  forward ▼  for  150  mm ▼  ▶

    wait  1  seconds

    Detects if the block color is red

    if  Optical2 ▼  detects  red ▼  ?  then

        If the block is red the claw will close

        spin  ClawMotor ▼  forward ▼  for  30  degrees ▼  ▶

        drive  reverse ▼  for  150  mm ▼  ▶

        turn  right ▼  for  180  degrees  ▶

        Drive to the other side of the Field

        drive  forward ▼  for  150  mm ▼  ▶

        Open the claw and go back to the center of the Field

        spin  ClawMotor ▼  to position  0  degrees ▼  ▶

        drive  reverse ▼  for  150  mm ▼  ▶

        turn  left ▼  for  90  degrees  ▶

    else

        If the block is not red then the robot will drive back to the center

        drive  reverse ▼  for  150  mm ▼  ▶

        turn  right ▼  for  90  degrees  ▶
```