LEVEL 1

Program your bot to move and
light up the blue tiles!

SPACE - CONTINUE

LEVEL 2

Try turning your bot!

SPACE - CONTINUE

LEVEL 3

Jumping can get you
over barriers!

SPACE - CONTINUE

LEVEL 4

Jumping can also get you
to new heights!

SPACE - CONTINUE

LEVEL 5

Get it now?

SPACE - CONTINUE

LEVEL 6

Not enough space? Try creating
Functions and using F_1 and F_2

SPACE - CONTINUE

LEVEL 7

RE-USING functions is great for REPETITIVE tasks!

SPACE - CONTINUE

LEVEL 8

Putting the "fun" back in "functions"!

SPACE - CONTINUE

LEVEL 9
Now you're thinking like a programmer.

SPACE - CONTINUE

LEVEL 10
Do you feel your mind
getting numb yet?

SPACE - CONTINUE