Turning Challenge
This challenge features a sequence of turns that the robot must perform in order to get to the end of the maze. The robot must begin at the starting point (#1 below), and get to the goal area (#2) using moving and turning behaviors.

Rules and Procedure
1. Start the robot in the Start area (marker #1)
2. The robot must stop in the Goal area (marker #2).
3. The robot must not cross any lines while traveling (except the “stripes” in the Goal area).
4. Reach the goal to beat the challenge!

Note: Diagrams are not drawn to scale