

VEX CODE VR

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Assignment: VR Challenge

Notes:

Playground: Castle Crasher

Project Name: VEXcode Project

Project Type: Blocks

Date: Mon Jan 29 2024

Heading	Rotation	Front Eye	Down Eye	Location	Location Angle	Bumper	Distance
8°	8°	Object: False Color: None	Object: False Color: None	X: -1 mm Y: -803 mm	8°	Left: False Right: False	555 mm

The screenshot displays the VEX Code VR interface. At the top, a status bar provides real-time sensor data: Heading (8°), Rotation (8°), Front Eye (Object: False, Color: None), Down Eye (Object: False, Color: None), Location (X: -1 mm, Y: -803 mm), Location Angle (8°), Bumper (Left: False, Right: False), and Distance (555 mm). Below the status bar is a 3D view of a robot in a white arena. The arena contains several yellow blocks: a 2x2 grid in the top-left, a single block in the top-right, a 2x2 grid in the center, a single block in the bottom-left, and a single block in the bottom-right. A red border highlights the arena. On the left side, there is a menu icon (three horizontal lines) and a play button. At the bottom left, there is a timer showing 00:00:0. On the right side, there are icons for a camera, a hand, and a robot.

```

when started
  set breakactivation to 0
  reset timer
  drive forward for 48 inches
  It goes forward & if the X isn't exactly 1m or 0m, it wont work.
  if position X in mm = 0 or position X in mm = 1 then
    turn left for 90 degrees
    drive forward for 30 inches
    broadcast message1
  
```

```

when receive message1
  this is a comment . yippeee
  This part does some code to knock down some towers
  turn right for 90 degrees
  drive forward for 26 inches
  turn left for 90 degrees
  drive forward for 95 inches
  drive reverse for 78 inches
  turn left for 90 degrees
  drive forward for 30 inches
  turn right for 90 degrees
  drive forward for 79 inches
  if position angle in degrees = 270 then
    If the position angle is 270 degrees, it keeps going to knock down more towers
    turn left for 90 degrees
    drive forward for 58.75 inches
    turn left for 90 degrees
    drive forward for 78 inches
    turn right for 90 degrees
    drive forward for 6.75 inches
    drive forward for 6.8 inches
    turn right for 90 degrees
    drive forward for 36 inches
    turn right for 90 degrees
    drive forward for 80.6 inches
    turn left for 90 degrees
    drive forward for 9.5 inches
    drive reverse for 16.35 inches
    turn left for 16.32 degrees
    drive forward for 10 inches
    turn right for 90 degrees
    turn right for 90 degrees
    drive forward for 25.75 inches
    The angle of robot shouldn't be 90 degrees, so it uses turn right blocks until it reaches 90 degrees.
    if not drive rotation in degrees = 90 then
      repeat until drive rotation in degrees = 90
        turn right for 1 degrees
      if drive rotation in degrees = 90 then
        after 90 degrees, it turns 90 degrees again to activate both variables to 777, and broadcasts an activation
        turn right for 90 degrees
        set breakactivation to 777
        broadcast breakactivated
        break
  
```

```

when I receive breakactivated
  Once the activation signal is active, if the variable is 777, it drives forward one last time, stopping the project.
  if breakactivation = 777 then
    drive forward for 50.7872 inches
    stop project
  else
    stop project
  
```

```
when started
  set breakactivation to 0
  reset timer
  drive forward for 48 inches
  It goes forward & if the X isn't exactly 1mm or 0mm, it wont work.
  if position X in mm = 0 or position X in mm = 1 then
    turn left for 90 degrees
    drive forward for 30 inches
    broadcast message1
```

```

when I receive message1
  this is a comment. yippee
  This part does some code to knock down some towers
  turn right for 90 degrees
  drive forward for 24 inches
  turn left for 90 degrees
  drive forward for 9.5 inches
  drive reverse for 78 inches
  turn left for 90 degrees
  drive forward for 10 inches
  turn right for 90 degrees
  drive forward for 79 inches
  if position angle in degrees = 270 then
    if the position angle is 270 degrees, it keeps going to knock down more towers
      turn left for 90 degrees
      drive forward for 58.75 inches
      turn left for 90 degrees
      drive forward for 78 inches
      turn right for 90 degrees
      drive forward for 6.75 inches
      drive forward for 6.8 inches
      turn right for 90 degrees
      drive forward for 36 inches
      turn right for 90 degrees
      drive forward for 80.6 inches
      turn left for 90 degrees
      drive forward for 9.5 inches
      drive reverse for 16.35 inches
      turn left for 16.12 degrees
      drive forward for 10 inches
      turn right for 90 degrees
      turn right for 90 degrees
      drive forward for 25.75 inches
    The angle of robot shouldn't be 90 degrees, so it uses turn right blocks until it reaches 90 degrees.
    if not drive rotation in degrees = 90 then
      repeatuntil drive rotation in degrees = 90
        turn right for 1 degrees
        if drive rotation in degrees = 90 then
          after 90 degrees, it turns 90 degrees again to activate both variables to 777, and broadcasts an activation
          turn right for 90 degrees
          set breakactivation to 777
          broadcast breakactivated
          break
  
```

when I receive breakactivated ▾

Once the activation signal is active, if the variable is 777, it drives forward one las

if breakactivation = 777 then

drive forward ▾ for 80.7872 inches ▾

stop project

else

stop project