

Module 1: Start the Hack



Start the Hack

Based on the last communication from the colony on *SK182*, it was suspected that the attack was a clever hack employing a quantum biogenic virus. Cyber troopers have been dispatched to investigate and correct the problem.

As she enters the station from the south, agent **Skyla** finds no signs of life. Your mission is to guide her along the station paths to reverse all the hacks and take back control of the station.

Help Skyla reach the portal using the available commands.

Play the program on the right to see the code run.

```
1 // Move forward 2 times.
2 forward();
3 forward();
4
5
6
7
8
9
10
11
```

Module 2: Step Up



Step Up

Help Skyla reach the portal using the available commands. Comment out the extra `forward` commands. Skyla will climb the stairs automatically without any additional forward commands.

Play the program on the right to see the code run.

```
1 // Comment out the extra forward commands.
2 forward();
3 forward();
4 forward();
5 forward();
6 //forward();
7 //forward();
8 //forward();
9
10
```

Module 3: Turn the Corner



Turn the Corner

Navigate Skyla to the portal using the commands.

Play the program on the right to see the code run.

```
1 // Move forward, then turn left, then move forward again.
2 forward();
3 forward();
4 turnLeft();
5 forward();
6 forward();
7
8
9
10
11
12
13
14
15
```

Module 4: Staircase



Staircase

Navigate Skyla to the portal using the commands. Remember, Skyla will climb the stairs automatically forward commands.

Play the program on the right to see the code run.

```
1 // Move up the first staircase, turn left, then move up the second staircase.
2 forward();
3 forward();
4 forward();
5 turnLeft();
6 forward();
7 forward();
8 forward();
9
10
11
12
```

Module 5: Zig-zag



Zig-Zag

Use the commands to guide Skyla to the portal.
Play the program on the right to see the code run.

```
1 //move through the sharp corners.
2
3 forward();
4 turnLeft();
5 forward();
6 turnRight();
7 forward();
8
9
10
11
12
13
14
```

Module 6: Deja Vu



Deja Vu

There is a much easier way to do the same thing over and over again! Use a

You can use loops to run (or execute) the same code a number of times. One such loop is of the "for" loop.

```
1 // Use a "for" loop to move forward repeatedly.
2 for(var i = 0; i < 6; i++) {
3     forward();
4 }
5
6
7
8
9
10
```

Module 7: Up and Down



Up and Down

Use the commands to navigate Skyla to the portal.
Play the program on the right to see the code run.

```
1 // Use high jumps as well as long jumps to solve this puzzle.
2 highJump();
3 turnLeft();
4 longJump();
5 longJump();
6 turnLeft();
7 forward();
8
9
10
11
12
13
14
```

Module 8: Onwards, Forward!



Onwards, Forward!

Use a "for" loop to guide Skyla to the portal using as few lines of code as possible.

```
1
2 for (var i = 0; i < 3; i++) {
3     for (var j = 0; j < 5; j++) {
4         forward();
5     }
6     turnLeft();
7     fire();
8 }
9 for (var i = 0; i < 3; i++) {
10     forward();
11 }
12
13
14
15
16
17
```

Module 9: Jump, Forward



Jump, Forward

Use a "for" loop so that Skyla can reach the portal. Watch out for gaps in your path! Use the over the them.

```
1 //can you see the pattern?
2
3 - for(var i = 0; i < 2; i++) {
4     longJump();
5     fire();
6     forward();
7 }
8 shoot();
9 longJump();
10 forward();
11
12
13
```

Module 10: Forward, Jump



Forward, Jump

Use a "for" loop to get Skyla to the treasure. Do you see the pattern?

```
1 //can you see the pattern?
2
3 - for(var i = 0; i < 3; i++) {
4     shoot();
5     forward();
6     longJump();
7 }
8
9
10
11
12
13
14
```