

Der Ozobot Code

SPEED →

SNAIL DOSE SLOW CRUISE

FAST TURBO NITRO BOOST

DIRECTION →

GO LEFT GO STRAIGHT GO RIGHT

LINE JUMP LEFT LINE JUMP STRAIGHT LINE JUMP RIGHT

U TURN U TURN (LINE END)

TIMERS →

TIMER ON (30 SEC. TO STOP) TIMER OFF PAUSE (3 SEC.)

COOL MOVES →

TORNADO ZIGZAG SPIN BACKWALK

WIN/EXITS →

WIN/EXIT (PLAY AGAIN)

WIN/EXIT (GAME OVER)

COUNTERS →
FIVE DOWN TO STOP

ENABLE X-ING COUNTER

ENABLE TURN COUNTER

ENABLE PATH COLOR COUNTER

ENABLE POINT COUNTER

POINT +1

POINT -1

From: <https://wiki.qg-moessingen.de/> - QG Wiki

Permanent link: https://wiki.qg-moessingen.de/faecher:informatik:grundstufe:codierung:warum_codierung:ozobotcode:start

Last update: 15.10.2019 10:55

