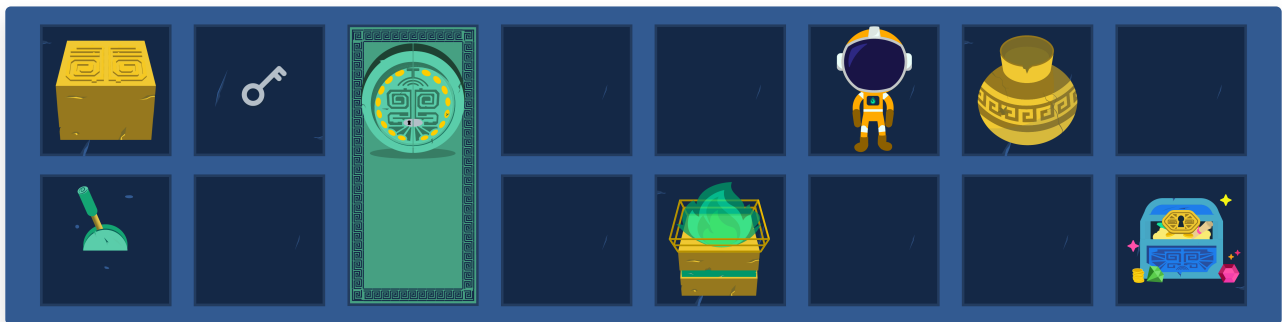


Build Your Own Puzzle - Loops

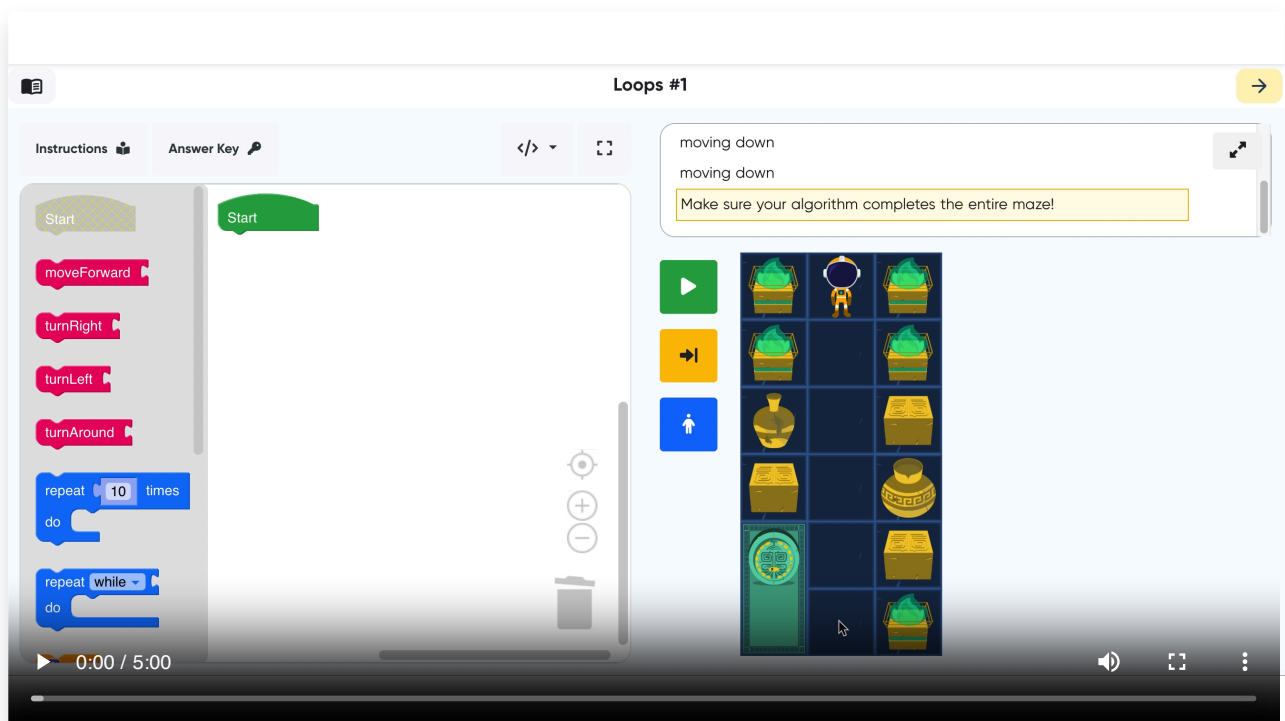
Textbook

Build Your Own Puzzle - Loops



Now it's your turn to become the programmer! You'll get to create your own puzzle that shows how loops work. Follow the steps below to design your own puzzle.

Review the Loops video from the previous lesson.



After you complete the puzzle builder, go to the Puzzle Playground to create your own puzzle! For this puzzle, focus on using the element of loops.

Puzzle Builders (1)

1. Puzzle Builder: Loops

The screenshot displays the 'Puzzle Builder' application interface. On the left sidebar, there are tabs for 'Challenge' and 'Textbook'. The main section is titled 'Puzzle Builder: Loops' and includes instructions: 'Create a puzzle for your character to complete using any theme. Make sure to complete all the requirements. Try your puzzle with different obstacles and try to include a loop. Then click preview to test your puzzle!'. Below the instructions is a 'Requirements' section with a progress indicator '0/3' and three items: 'Start' (with a flag icon), 'End' (with a person icon), and 'Door' (with a door icon). A blue 'Submit' button is at the bottom of the sidebar.

The central panel shows the 'Create a grid' step. It has icons for a grid, a flag, a person, and a door. The text says 'Choose a grid size for the puzzle'. There are two rows of selection buttons: 'Columns' (1, 2, 3, 4, 5) and 'Rows' (1, 2, 3, 4, 5). The number '3' is selected in both. Below this is the 'Choose a Theme' section with three astronaut-themed icons: purple, green, and orange.

The right panel shows the 'Preview' step. It features a 'Preview' button and a 'Save Puzzle' button. The main area displays a 3x3 grid of green squares, representing the puzzle layout.