

```
on start program
  main LED [off]
  delay for 1s
  main LED [on]
  speed 80
```

```
on collision
  play blurp sound and continue
  main LED [red]
  stop
  delay for 0.5s
  set turn to turn + 1
  if turn % 2 == 1 then
    heading random int from 150 to 210
  else
    back LED 0
    heading random int from -30 to 30
  speed 80
  main LED [on]
```