**Braitenberg vehicles**

Notes

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**General:**

1. Split into 2 (local) groups with specific own workload
   1. What are these workloads? (see Design Report)
2. Shader Programm for Engine Output (?)
3. Braitenberg 3D Control Code
4. 3D Map objects .stl binary file

**Steps:**

1. Run Pioneer 2 example
2. Install Git (if not done yet) and pull the project from <https://github.com/12xU/BrAItenbergs>

Please e-mail your GitHub username to [klokow.maria@gmx.de](mailto:klokow.maria@gmx.de) so you can be added to the project as a collaborator