**Braitenberg vehicles**

Notes

Huiyuan: [1823718036@qq.com](mailto:1823718036@qq.com)

Jiawen: [443069185@qq.com](mailto:443069185@qq.com), Skype: Wendy.JiawenMa

Maria: [klokow.maria@gmx.de](mailto:klokow.maria@gmx.de), Skype: mariakl. (note the point at the end!)

Miltiadis: [k.miltos1@hotmail.com](mailto:k.miltos1@hotmail.com), Skype: miltos.ka

Bastian: [b.hauda@googlemail.com](mailto:b.hauda@googlemail.com), Skype: bhauda

**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 (blocks, etc)
5. Enhanced Lightning implementation
6. Inform about texturing (file formats, etc) and implementation

**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