**Braitenberg vehicles**

**Preliminary design report by:**

Jiawen Ma, Huiyuan Tian, Maria Klokow, Miltiadis Katsimpras and Bastian Hauda

Notes:

* 3D Implementation (“Water” / “Space”)
* XYZ Boundarys in Code to keep Robot visible
* Explorer Type Implementation
* Java(?)
* extra: include frame-of-reference problem

Possible problems/questions:

* + laws of physics underwater e.g. water pressure (not present in space/vacuum)
  + if robot is movable within xyz boundaries, how is camera placed

Intro

Main content

Conclusion