**Braitenberg vehicles**

**Preliminary design report by:**

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

Notes:

* 3D Implementation (“Water” / “Space”)
* XYZ Boundaries in Code to keep Robot visible
* Braitenberg Explorer Type Implementation
* Java - yes
* 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

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Conclusion