**Purpose:** To complete events other than navigating around on the field. This can include simple actions, like moving a servo to a set position, or more complex actions, like taking sensor color readings and pressing the correct button on the beacon. Actions could involve giving Navigation an additional coordinate to move to, like moving to the left or right beacon button based on sensor results.

|  |  |
| --- | --- |
| **Priority:** Medium | **Reason:** The EPS class needs to be defined first, and there are some ways to score that only need to use the Navigation class. |

**Primary Programmers:**

1. Brian S
2. Jack S

**Public Constants (public static final):**

* None

**Constructors (called when an object instance is created):**

* None required by interfaces

**Interface Instance Methods (used on an instance of this class):**

* Any abstract methods required by EPS

**Interface Static Methods (used without an instance of a class):**

* None