Bug Report

There are many bugs as My code is not completely finished for Iteration 2:

Initially, there may be a bug when you try to run the code:

* Caught exception in main loop: stod: out of range

I’m not sure exactly what is causing this error, but the error only happens occasionally on my personal computer (Mac), but was happening for me every time on the CSE Labs machines. I have included a few images in the docs folder to prove that it works.

Bugs:

**Sensors:**

Event Collision:

* Robots occasionally do get stuck on objects (Rare) If the player bumps them, they will be free

Event Proximity:

* Was able to get this set up, but was unable to fully implement it correctly. I cannot tell if it is working the way it is supposed to. Sometimes the robots move away from the object, and sometimes they go towards it.
* Robots do not see walls as objects.
* Robots move away from the homebase.

Event Distress:

* Was unable to implement this in time.
* SuperBots should not try to avoid collision with robots in distress

Event Entity Type:

* Was not able to implement this in time.
* Need to add this so that objects can see what other objects are around them.

**Game Requirements:**

* Event Collision Specific event are not currently implemented including:
  + Event Recharge, the player will not recharge upon contact
  + SuperBot, Robot will not become superbot upon hitting home base
  + Robot will not stop upon hitting the player
  + Superbot will not stop the player upon contact
  + Player will not lose extra battery for hitting objects
* Player cannot currently win because it is not being tested for
* Robots do not stop moving upon the player running out of battery / the game ending

**Other:**

* The Gui for the Reset buttons is in the playable area for some reason, causing entities to occasionally go over them.
* Robots are currently all initialized to the same heading angle. (Not technically a bug)
* All entities have initialization that is hard-coded