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PART 1 The Duckietown project

CHAPTER 1 What is Duckietown?

TODO: write mission statement

1) Watch some videos

TODO: add videos here

2) Read papers about Duckietown

TODO: add references here

1.1. Beginnings of Duckietown

TODO: Write a short history of how Duckietown got started

1.2. Duckietown around the world

TODO: Write a list of all Duckietown-related activities outside of MIT.

1.3. Coming up in 2017

TODO: What's coming up in 2017

First steps

2.1. How to get started

If you are an instructor, please jump to Chapter 3.

If you are a self-guided learner, please jump to Chapter 4.

If you are a company, and interested in working with Duckietown, please jump to Chapter 5.

2.2. How to keep in touch

TODO: add link to Facebook

TODO: add link to Mailing list

TODO: add link to Slack?

2.3. How to contribute

TODO: If you want to contribute to the software...

TODO: If you want to contribute to the hardware...

TODO: If you want to contribute to the documentation...

TODO: If you want to contribute to the dissemination...

CHAPTER 3 Duckietown for instructors

CHAPTER 4 Duckietown for self-guided learners

CHAPTER 5 Introduction for companies

Contributing to this documenta-

6.1. Where the documentation is

All the documentation is in the repository duckietown/duckuments.

It is written in a series of small files in Markdown format.

Some magic code reads them and assembles them into this book.

6.2. Editing links

The simplest way to contribute to the documentation is to click any of the "so" icons next to the headers.

They link to the "edit" page in Github. There, one can make and commit the edits in only a few seconds.

6.3. Compiling the documentation

TODO: Write instructions - it's "make all" but the dependencies are complicated.

6.4. Deploying the documentation

TODO: Write instructions

Features of the documentation writing system

7.1. Embedded LaTeX

You can use **LITEX** math, environment, and references.

For example, take a look at (1)

 $a^2 = \int_0^1 f(r) dr,$

or refer to Proposition 1.

Proposition 1. (Proposition example) This is an example proposition.

TODO: other LaTeX features supported

7.2. Other interesting features

Frequently asked questions about Duckietown

PART 2 Modeling

TODO:

CHAPTER 9 Kinematics of Duckiebot

TODO: