All start position 0,0

Map\_1 destinations in world frame

(200, 0)

(-200, -142)

(-200, 142)

Map\_2 destinations in world frame

(-210, 205)

(222, -165)

(202,155)

Map\_3 destination in world frame

(205, 211)

(-220, 0)

Map\_4 destination in world frame

(-124, -89)

(199, -180)

(-210, -222)