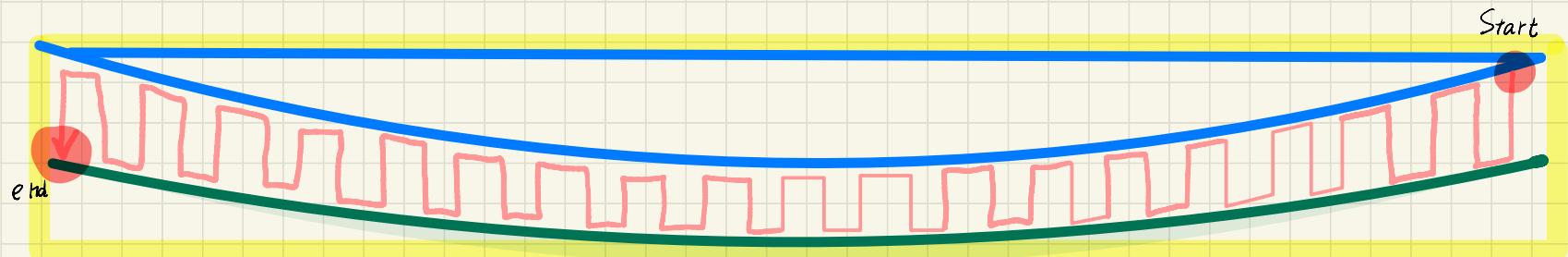


- Sea
- building & houses
- path

Assume no obstacle in sand area

Let the length of \square be 40 units



end

Start

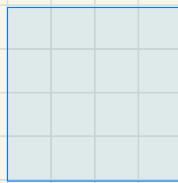
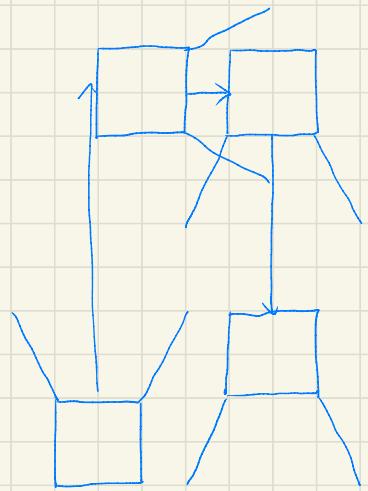
Repeat

for turn:
clockwise &
counter-clockwise
in turns

- ① Go straight
- ② Turn for an approximate angle x ($70^\circ \rightarrow 90^\circ \rightarrow 110^\circ$)
- ③ Go ahead for 1 unit
- ④ Turn for an approximate angle $(180 - x)$

(Start at clockwise)

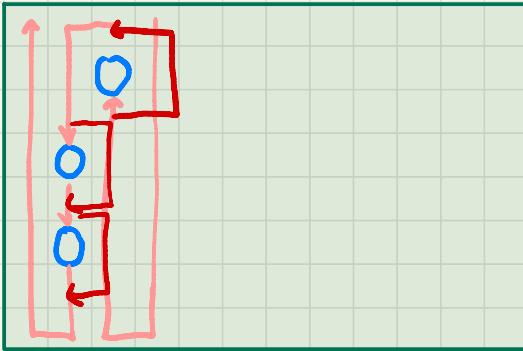
Detailed Movement



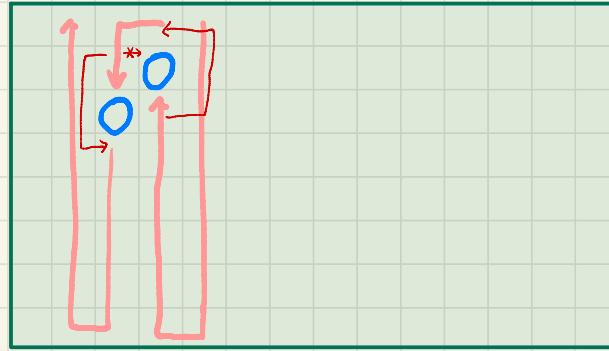
Encounter obstacles

use right path to go around the obstacle and go back to original path

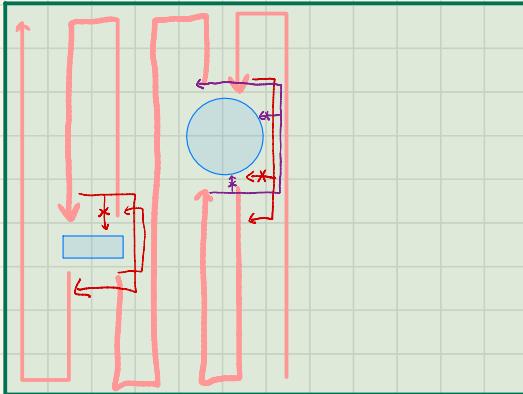
when right path is available



if not, use left path



big obstacles



block

