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Milestone Presentation (1)

Exploration with a single Agent

02.12.2021



Overview

- Working Progress, Team name
- Demo Code + Visuals
- Difficulties
- Next steps



Working Progress

- Getting an agent to move
 - Getting all agents to move (random)
- Getting agents to see tasks
 - Implementing a way to get close enough
 - Accepting Tasks
- Thinking of a team name



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Most Important part: Team name

- TotallyNotSpies (TNS)
 - Cause they're agents xD



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Code

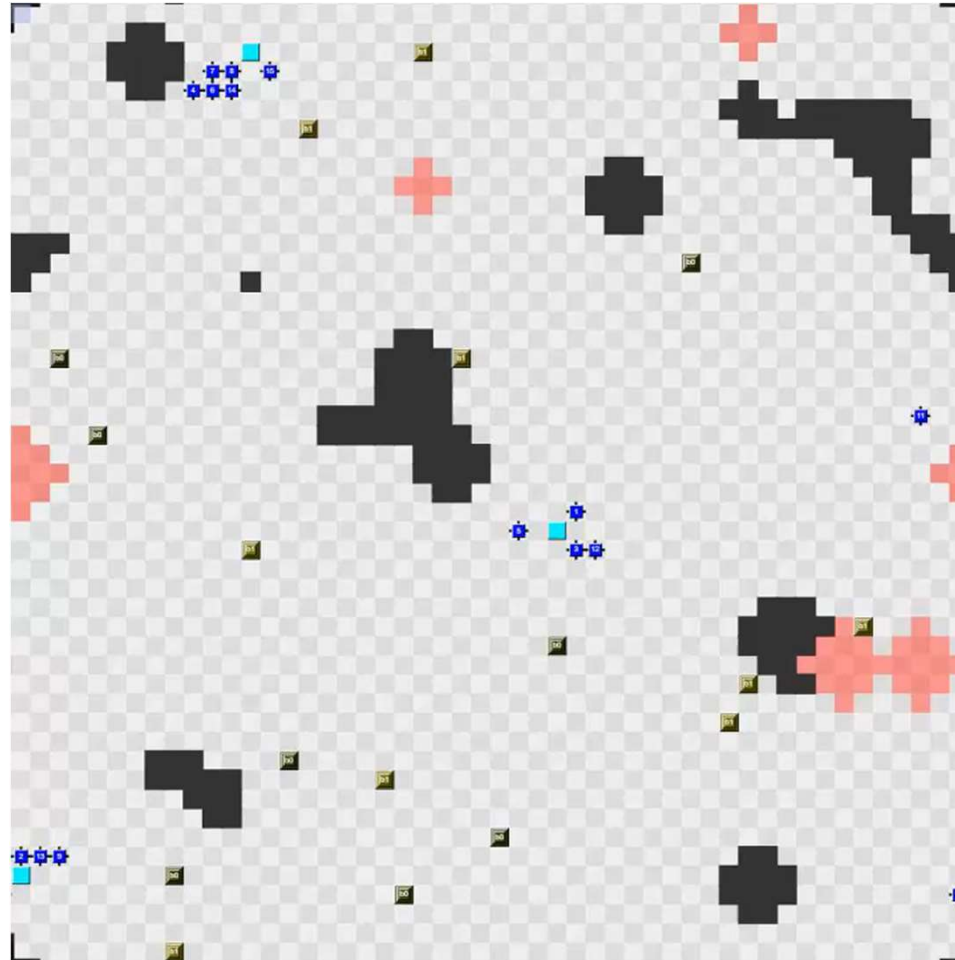
- Live-Demo
- Git:
 - https://github.com/DieMango/PiB_Bri_Och/



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Visuals

■ Video



Team TotallyNotSpies(TNS)
Lennart Brinkmann, Marco Ochsenfahrt

Milestone Presentation



Difficulties

- A lot of trial and error
- Getting used to the working progress and software
- Seemingly random errors (eg socket problem)
- ...



Next Steps (1)

- Implementing a more efficient movement
- Getting the agents to leave the task block after getting a task
 - Question: can only the agent who accepted the task complete said task?
- More efficient pathing towards tasks
 - (eg avoiding obstacles like other agents/ environment)



Next Steps (2) Milestone 3

- Submitting single-block tasks
 - Grabbing (needed) blocks with an agent
 - Finding and reaching goal-zones
 - Storing positions of important entities