# Labyrinth

Revenge of the Grid

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### Initial thoughts:

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- Engineer Sebastian

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Look at code given in example project Create localisation classes from scratch using our grid representation:

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- Basic action model
- ▶ (Very) basic sensor model

Tested on computer. Need to get it working on Sebastian.

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Time for The Great Rebuild<sup>TM</sup>

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Spent way too long trying new movement code and values. Could either deal with junctions or deal with a line, but never both. Time for a last minute second rebuild.

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