A

STAIRS

Human structured environment with steps of X cm elevation, and XX deg slope

B

GAP

Downward elevation change of XX cm

C

NARROW PASSAGE

Feet must move close together, with a narrow support polygon,
the goal is to test equilibrium capability of the robot

D

LOW CROSSING PIPE

This is the feature you will find in oil platforms and chemical plants.
The robot should crawl belly down to overpoass it.

E

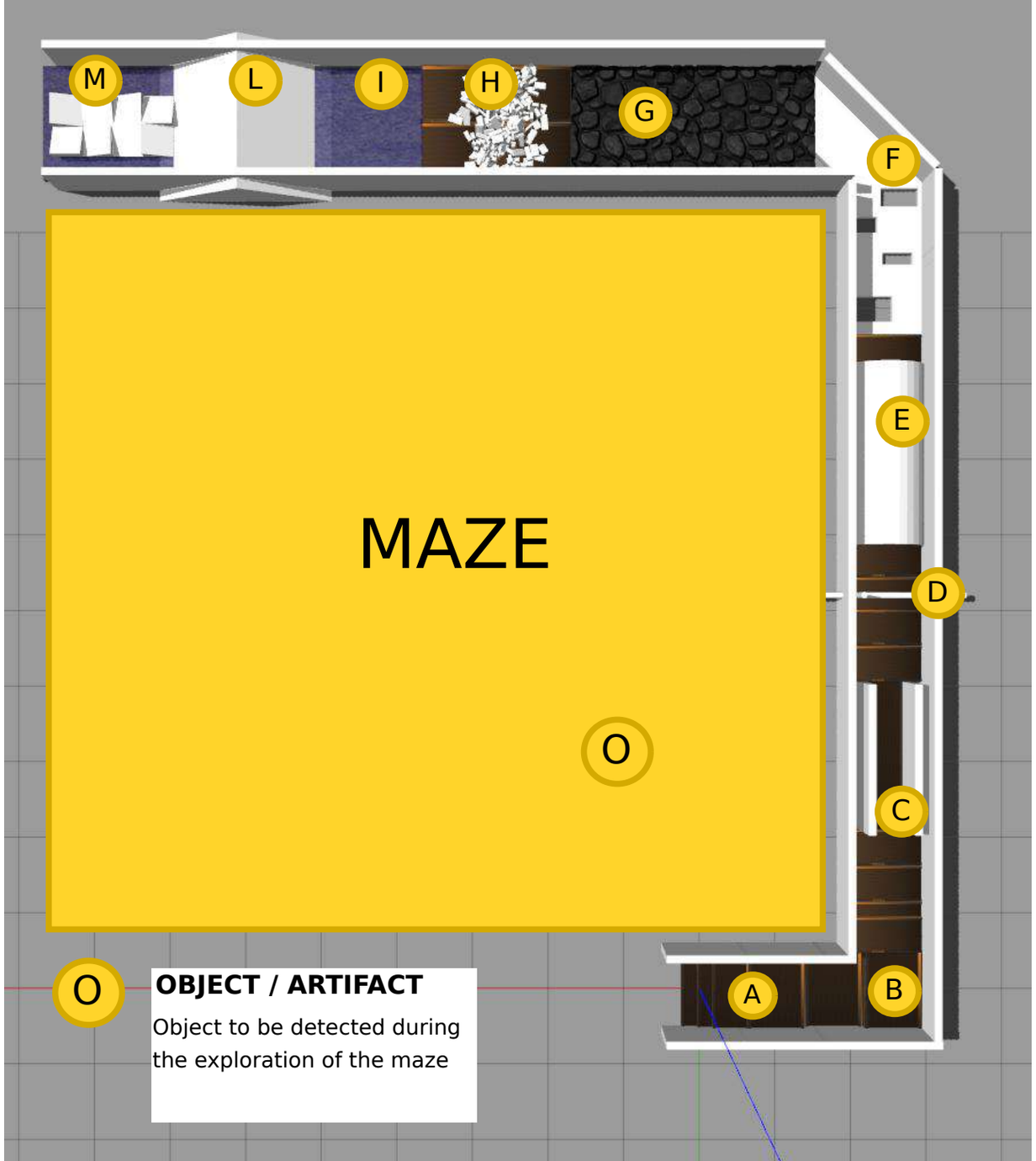
TUNNEL

This emulate navigatin in a cluttered environment

F

HOLES

These 7.5 cm deep holes could be avoided or getting inside



O

OBJECT / ARTIFACT

Object to be detected during the exploration of the maze

G

STEPPING STONES

These terrain test the robot capability to step on discrete footholds

H

PILE OF RUBBLE

These 7.5 cm deep holes could be either avoided or traversed by getting inside

I

SOFT FOAM

Thick foam floor allows robot feet to sink 10cm like sand, mud, or puddles

L

BIG RAMPS

This terrain challeges the capability to walk on steep slopes and address abrupt changes of inclination

M

CROSSING RAMPS

Square ramps (15 degrees) are slippery like dust covered concrete after a collapse. They can be rotated to form different terrains.