A **STAIRS**
Human-structured environment with steps of 5.0 cm elevation, and 14 degrees slope.

B **GAP**
Downward elevation change of 25.0 cm.

C **NARROW PASSAGE**
Feet must move close together, with a narrow support polygon, the goal is to test equilibrium capability of the robot.
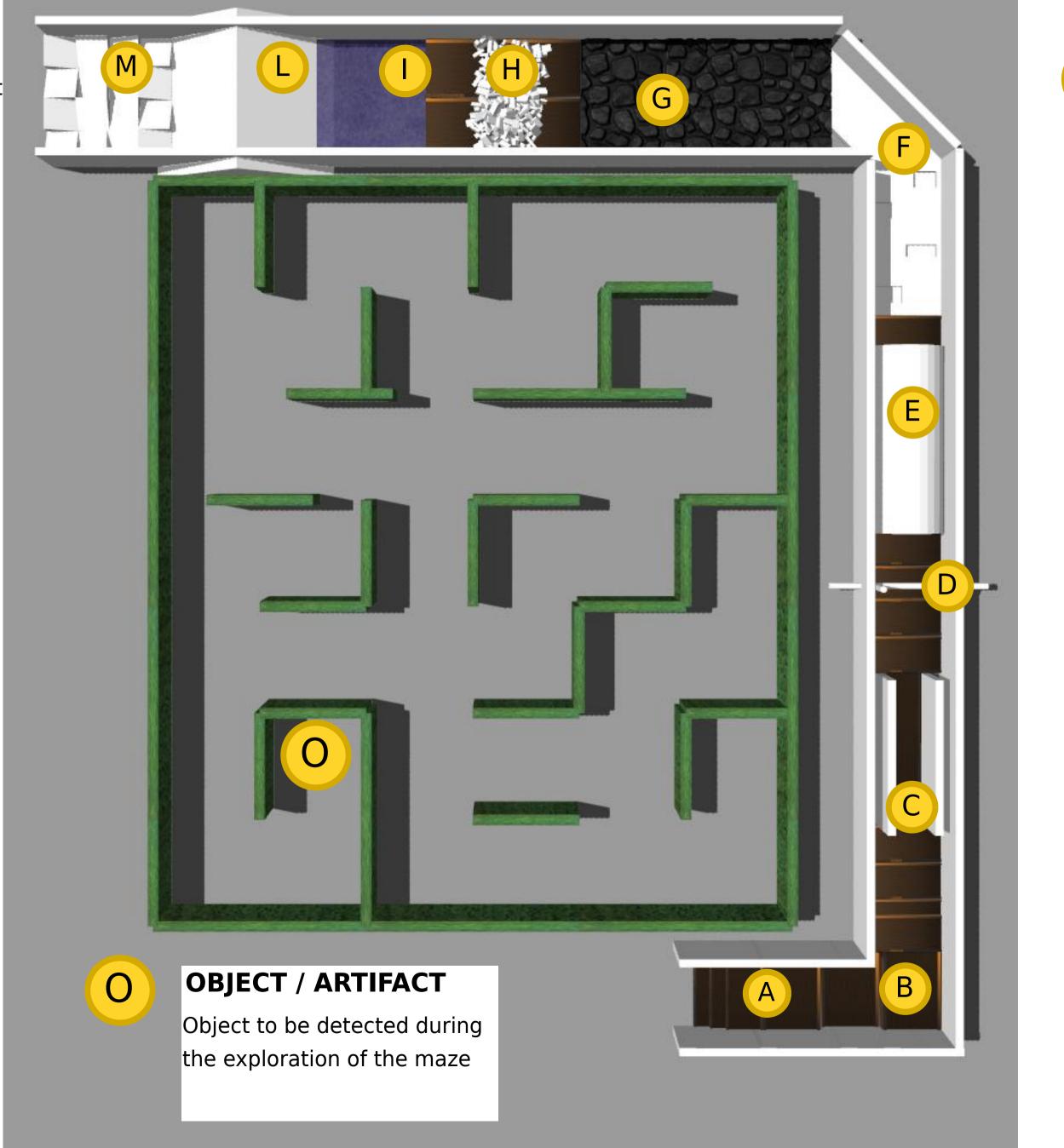
D **LOW CROSSING PIPE**
This is the feature you will find in oil platforms and chemical plants. The robot should crawl belly down to overpass it.

E **TUNNEL**
This emulate navigation in a cluttered environment.

F **HOLES**
These 7.5 cm deep holes could be avoided, or one could avoid getting inside them.

G **STEPPING STONES**
These terrain tests the robot capability to step on discrete footholds.

H **PILE OF RUBBLE**
These 7.5 cm bricks 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 challenges the capability to walk on steep slopes (30 degrees) 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.

O **OBJECT / ARTIFACT**
Object to be detected during the exploration of the maze