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

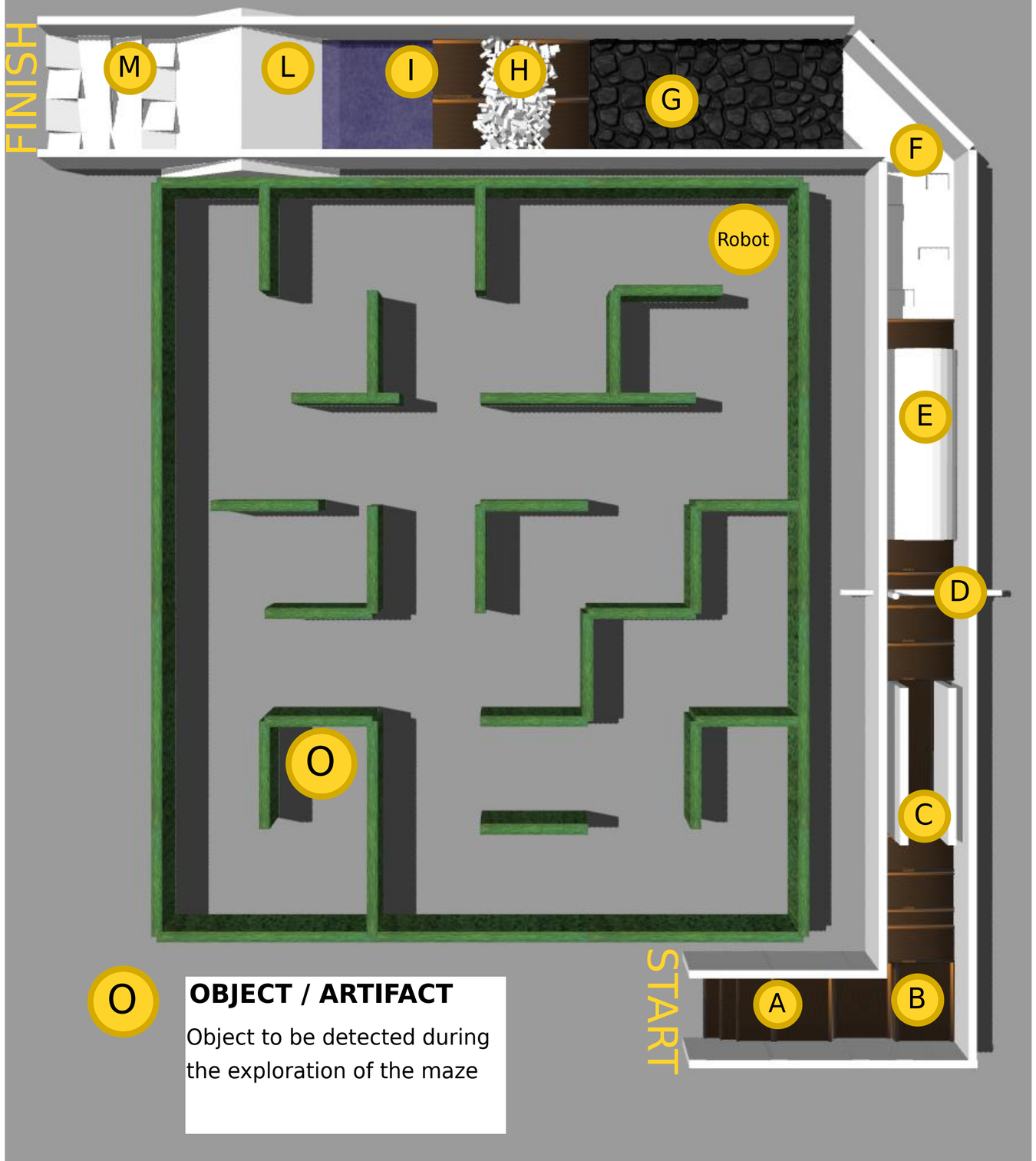
TUNNEL

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.



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 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.