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

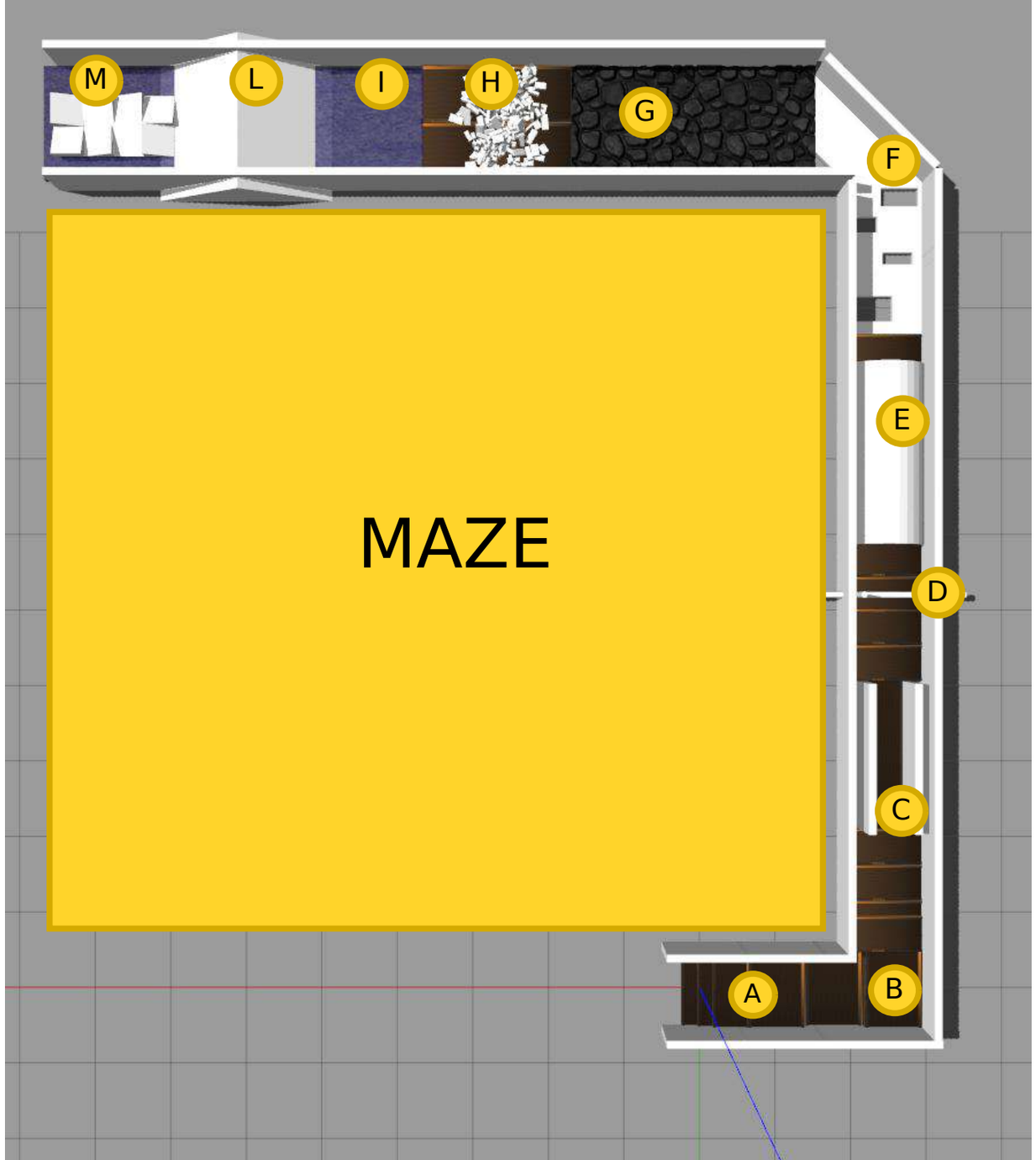
B **GAP**
Downward elevation change of XX cm

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



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.