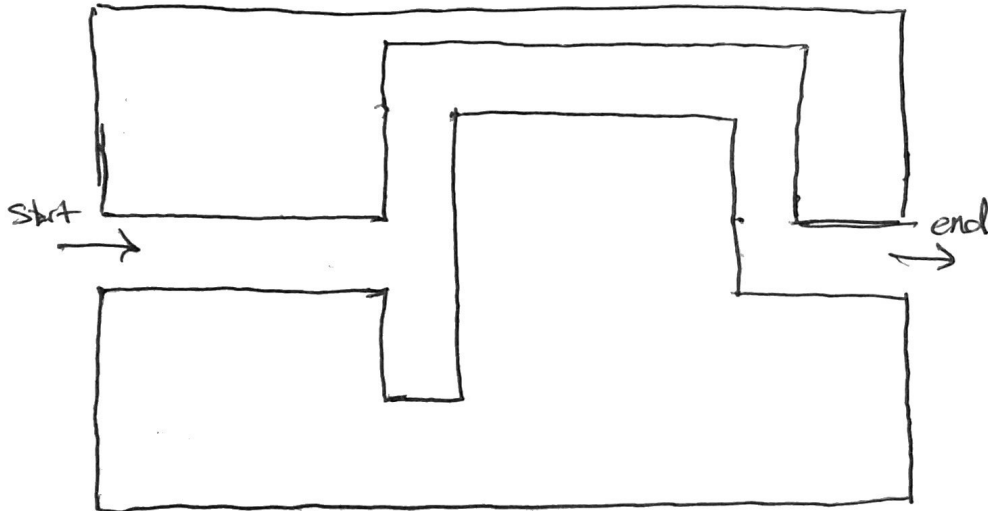


Test Maze / keep it simple



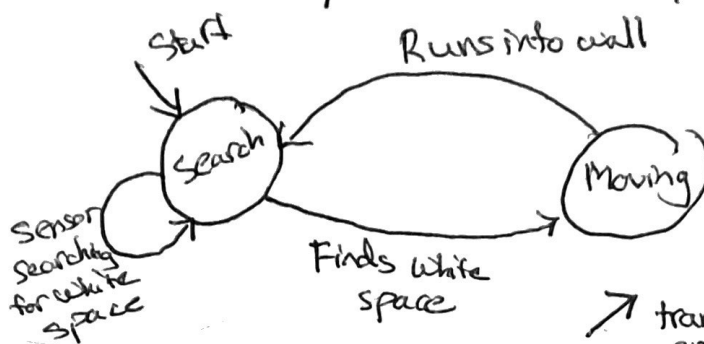
- State machine for player needed.

Idle/Searching: Searches for a blank spot to move forward (rotates clockwise until finding blank space).

Moving: Robot continues to move as long as the sensor sees white space.

→ If its on a space its already been on, rotate counter clockwise

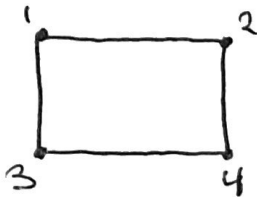
My Robot Current State Machine, ← Scrapped



→ transition entry

○ state exit

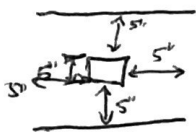
Shape Coordinates,



Shape: [

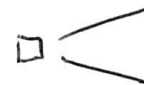
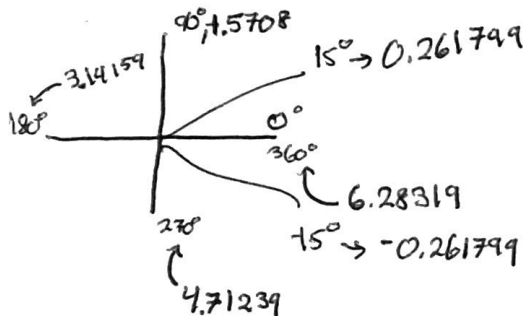
- ③ $\sum "x": w, "y": w,$
- ① $\sum "x": w, "y": w,$
- ② $\sum "x": w, "y": w,$
- ④ $\sum "x": w, "y": w,$

> might not matter on positioning.



> roughly.

IMPORTANT: Theta ~~is~~ not in position within an agent is in radians and NOT degrees



- Have platform ^{to} determine what spaces robot has been on.

