

## Assignment1:

Considering the delivery robot example discussed in our class:

1. Create a new different environment.
2. The current controller visits the locations in the *to\_do* list sequentially. Change the controller so that it is opportunistic; when it selects the next location to visit, it selects the location that is closest to its current position. It should still visit all the locations.

**Optional: create an environment in which the walls (obstacles) are dynamic, means they change their position overtime (dynamic environment).**