1. Target Tracking (onScannedRobot method): When the robot scans another robot, it checks if it's currently tracking a target. If not, or if the scanned robot is the same as the current target, it updates the target's information and sets targetUpdated to true.
2. Obstacle Avoidance (onHitRobot method): If the robot collides with another robot that is not a "Wall", it backs up a bit and turns to the right to avoid further collision. This allows the robot to move around the obstacle while still facing in the general direction of its target, effectively maintaining target lock.