**DAY 1**

* Experimenting with the memory command in particular
* Ray & Ben: testing
* Tim and I: report
* Ger’s (team with Damian and Victor) contribution: doesn’t recognize his charging pad, how to touch sth., doesn’t know the maze, touch sensor: to know where he is at any given time, Y or N options- can’t repeat
* Videos of past years OTTO’s- get ideas, not to copy
* Ben: -should break it down into its small constituent parts

-navigate around a corner

-down a corridor

-> treat each environment individually and then put it together

* It is an irregular shaped maze
* Focus on: 1) Collison Avoidance

2) Going through doors

3) Getting the robot to its recharge pad

4) Corridors

* Memory: extra condition for specific “stuff”
* DISCARDED COMMANDS
* **DAY 2**
* **Consistent font, 1.5-2 spacing, report layout, process to arrive at the solution- last thing to write is introduction, summary (before intro, summary from conclusions), no more than 3000 words, tnroman 12-14**
* **Title page title format, styles h1 etc. intro, pstechniques, overview,**
* **Table of contents- number the headings**
* **H1- bullets (plan followed-overview(skeleton)- main body)**
* **H2- bullets (plan followed-overview(skeleton)- ‘’)**
* **½ page numbering**
* **Figures with pictures captions inc. in tocont**
* **Ideas flow**
* **LAB-**

**EASY-** Ben

**MEDIUM-**Tim

**HARD/DIFFICULT-** Ray

* Solve the hard get the easy-Raigridas
* Ben- What is his motivation for going into the maze? How does he define a door?
* Dr. Farrell- two steps from the door
* Ben- small constituent- devise one that will let him turn left, get him to turn right
* Starting procedure will always be s-up[ raise arms, test touching anything]
* Add one to memory, test if there is a door
* There should be a set of commands that will help him solve any maze- Ben and Tim
* Don’t use two of the commands for tims maze- ray
* **Ben after a lightbulb moment and telling me to shut up:**
* i). s sup rarms tas tas ttanything yopendoor nadd one to memory ttanything yturn notas ttouching a door ygottolin5 ngotoline6 TEST
* ii). S sup rarms tas tas ttouching door yopen naddone ttouchingany yrepeat turn 3 times ntas ttouching door ygotoline5 ngotoline 6 TEST
* iii). 2 times
* iv). S sup rarms, tas, tas ,ttouching door: yopen noaddone, ttouchdoor: yturn naddone ,ttanything: yturn ntas, ttouchinganything: ygotoline6 nogotoline7
* v). s sup rarms tas tas ttouchingdoor yopen no addone ttanything yturn ntas ttanything yrepeatturn3times ntas tanything ygotline6 ntas
* vi). S sup rarms tas tas ttouchingdoor yopen naddone ttdoor yturn noaddone ttanything yturn ntas ttanything y repeat turn 3 times notas ttanything ygotolin6 ngotolin7
* vii). S sup rarms tas tas ttouchingdoor yopen naddone ttouchingdoor yturn naddone ttanything yrepeatx2 ntas ttanything yrepeat 3times ntas ttanything ygotolin6 ngotoline7- *attempting layering*
* Next): s sup rarms tas tas ttouching door yopen naddone ttouchdoor yturn naddone ttanything yturn ntas ttanything yrepeat2times ntas ttanything yrepeat 2times ntas ttanything yrepeat 3 times ntas ttanything yrepeat 3 tim ntas ttanything yturn ntas ttanything ygotolin6 ntas
* interchange the commands and keep trying 2 different procedures 1 turn and 3 turns loop eventually get one needed-tim and ben
* repeat every step- Tim
* Next). s sup rarms tas tas ttouchingdoor yopen naddone ttouchingdoor yturn naddone ttanything yturn ntas
* **Lab 3**