

**Robotics Lab**  
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**SS 25**

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# 1 Basic structure

1. Define base coordinate system
2. Pick Blocks from dispenser
3. Place Blocks on player specific position
  - dispenser pos is fixed, player pos is dependent on board position
  - jump between base and world coordinate system
4. implement interface
  - player can pick position for block to be placed by robot (human never touches anything, other than the control terminal)
  - implement gravity off and on options
    - gravity off: Blocks can be placed anywhere on the board
    - gravity on: Blocks can only be placed on the lowest free position of any column
5. Human vs Human
- 6.