

Robotics Lab
Prof. Dr. Björn Hein
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. Gamemode
 - pvp
 - pve
 - eve