CAuDri-Challenge Regulations 2025

1. Caudri Track
2. Prozedurale Rennstrecke

```
<!-- Image Map Generated by http://www.image-map.net/ -->
<img src="Screenshot 2025-06-11 105806.png" usemap="#image-map">

<map name="image-map">
    <area target="" alt="" title="" href="" coords="490,723,588,81
    <area target="" alt="" title="" href="" coords="403,815,511,91
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    <area target="" alt="" title="" href="" coords="786,408,1005,1
    <area target="" alt="" title="" href="" coords="738,370,746,35
</map>
```

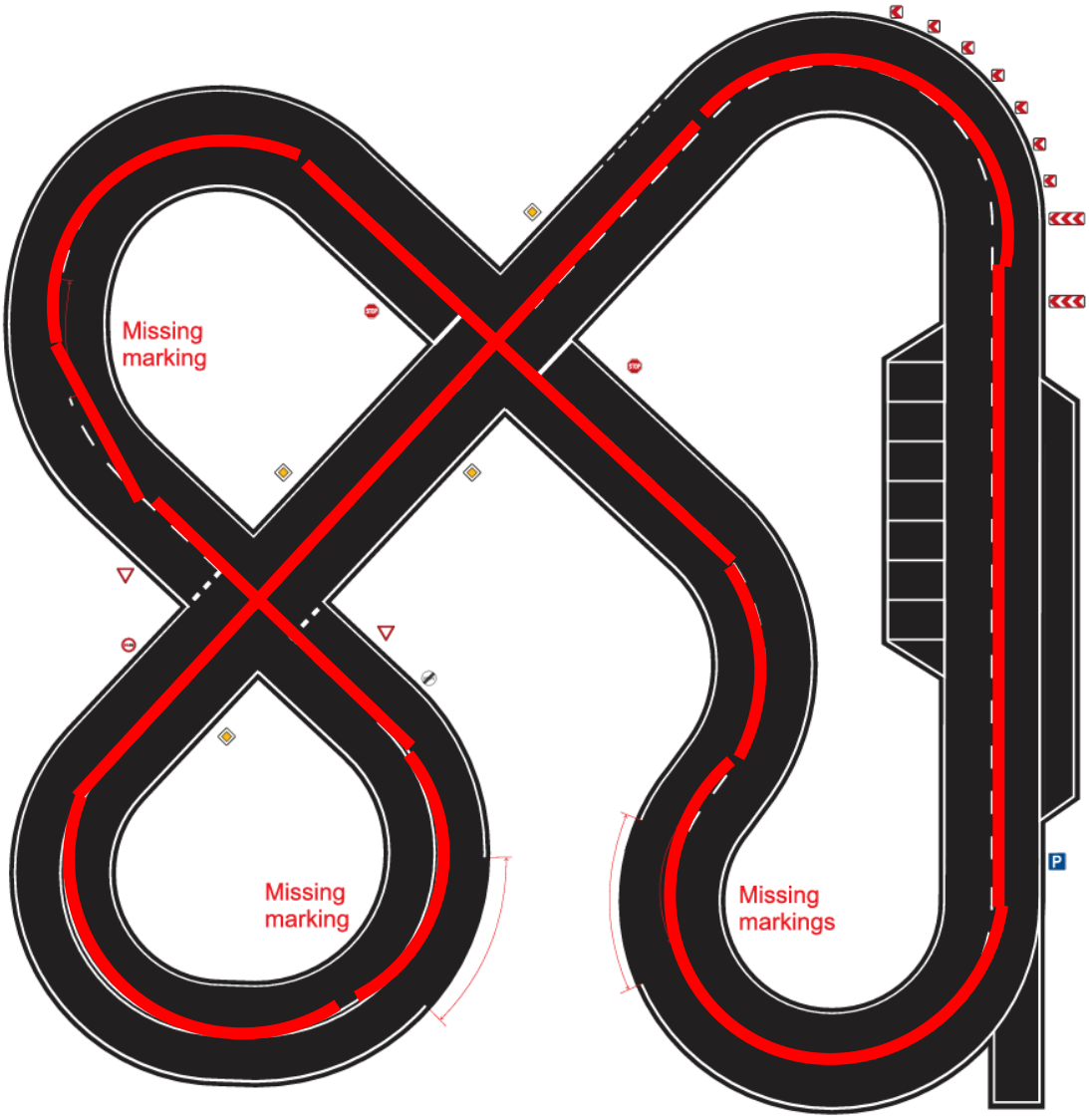
HTML-Converter

```
// Solution path 1 nodes
SolutionGraphNode node1;
node1.coordinate = {7.4f, 3.7f};
SolutionGraphNode node2;
node2.coordinate = {7.5f, 3.6f};
SolutionGraphNode node3;
node3.coordinate = {7.8f, 3.2f};
SolutionGraphNode node4;
node4.coordinate = {8.2f, 2.8f};
SolutionGraphNode node5;
node5.coordinate = {8.6f, 2.3f};
```

+

```
    {9.6f, 8.3f},
    {9.6f, 7.7f},
    {9.4f, 7.1f},
    {9.0f, 6.7f},
    {8.4f, 6.2f},
    {7.8f, 5.6f},
    {7.0f, 4.9f}   // end
};

Mazepolygon poly1;
for (const auto& coord : coords1) {
    poly1.coordinates.push_back(coord);
}
```


Missing
marking
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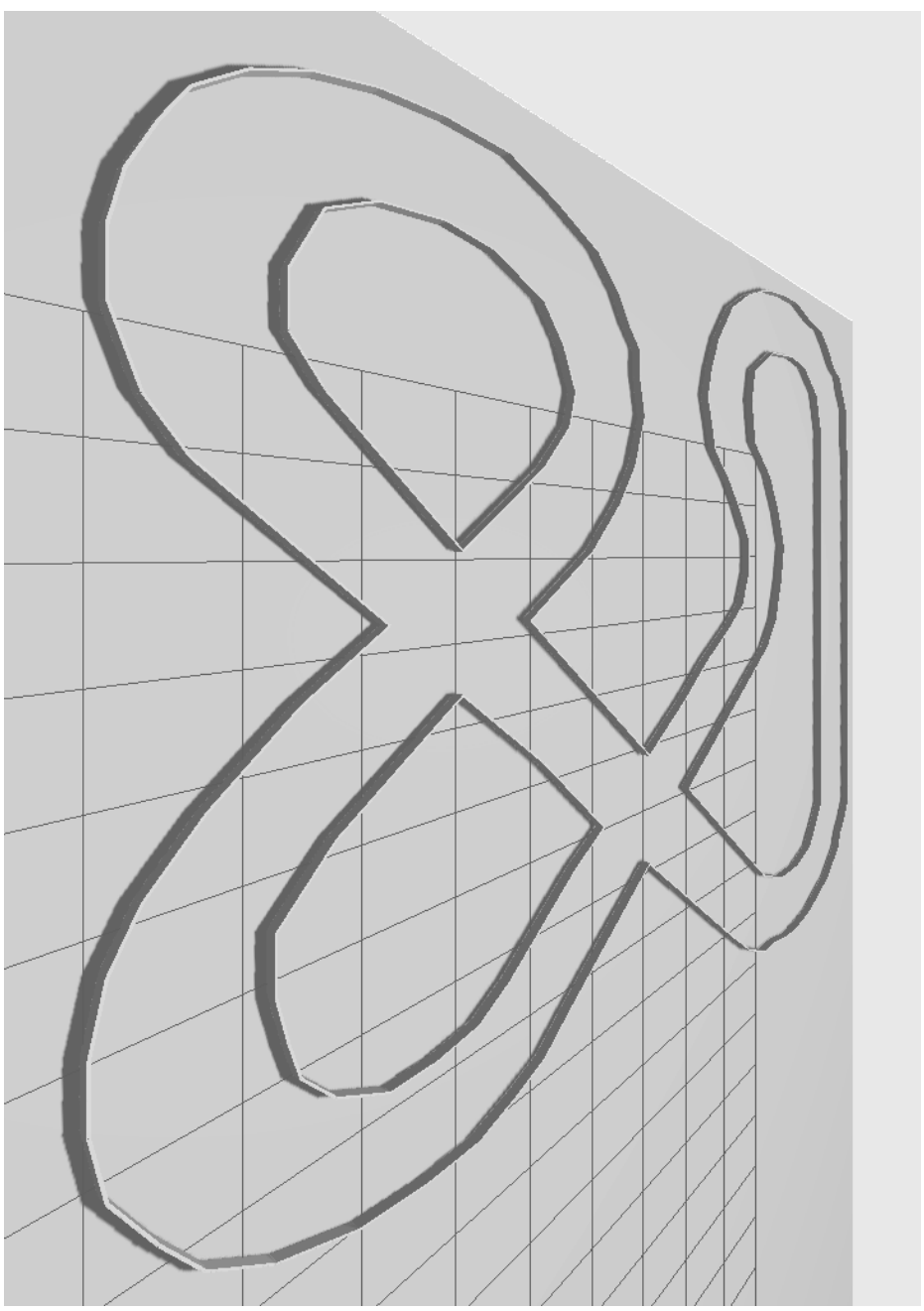
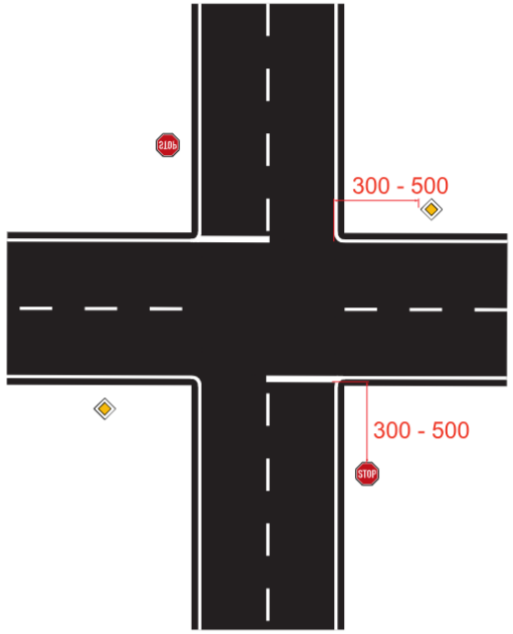
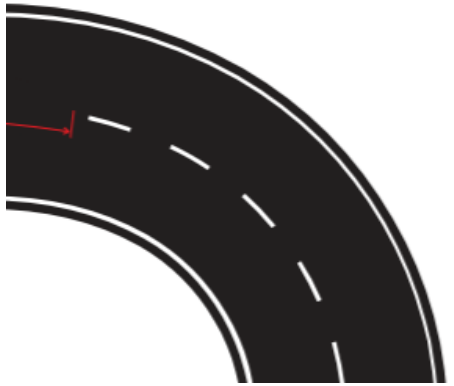
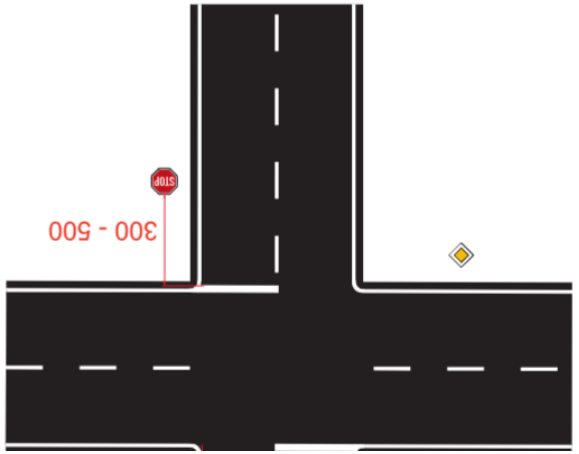
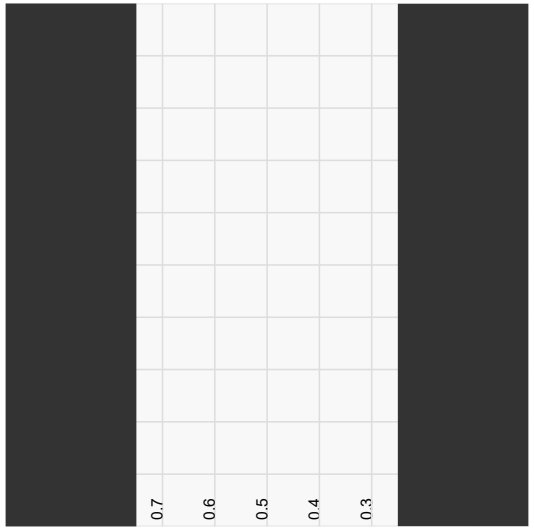
markings
P

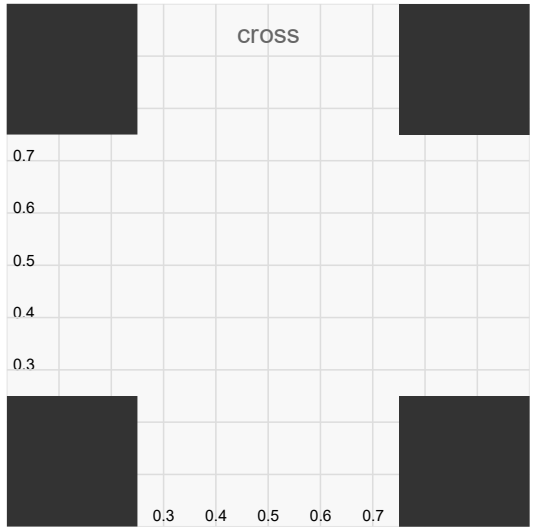



300 - 500
300 - 500
STOP




STOP
300 - 500


0.7
0.6
0.5
0.4
0.3


cross
0.7
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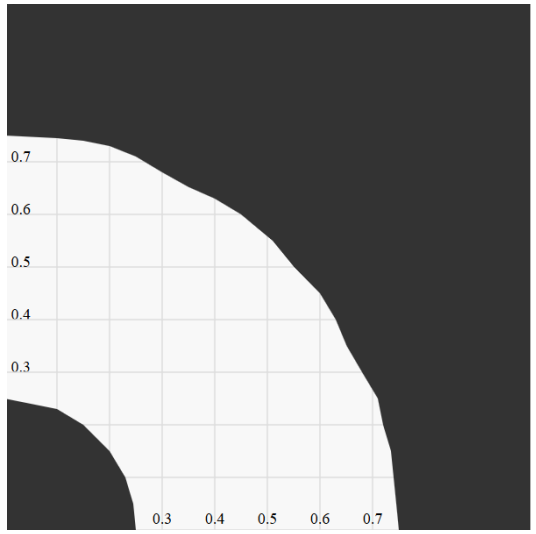
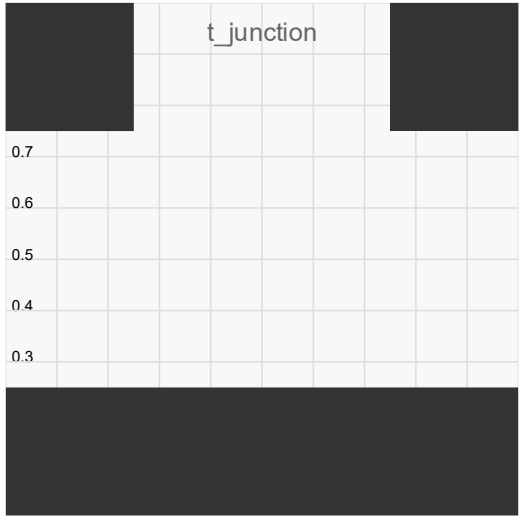
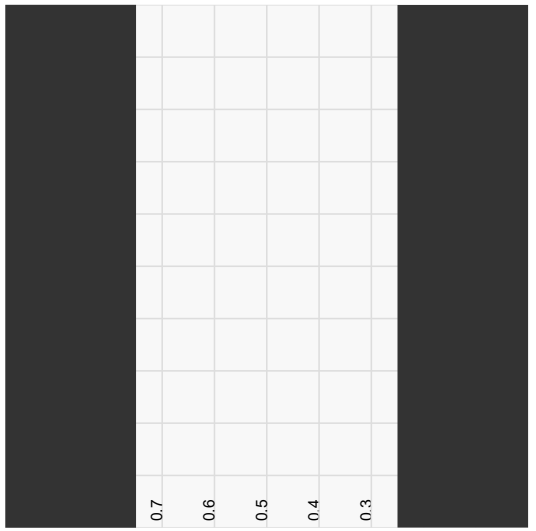
0.5
0.4
0.3
0.3
0.4
0.5
0.6
0.7

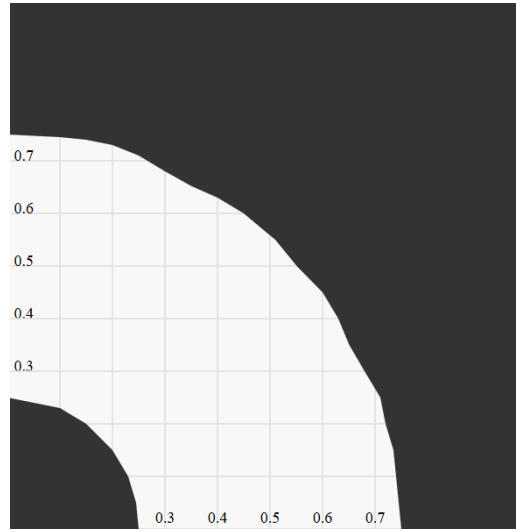

0.7
0.6
0.5
0.4
0.3
0.3
0.4
0.5
0.6
0.7


t_junction
0.7
0.6
0.5
0.4
0.3

```
"name": "straight",
"walls": [
  [[0.0, 0.0],[0.0, 0.25],[1.0, 0.25],[1.0, 0.0]],
  [[0.0, 0.75],[0.0, 1.0],[1.0, 1.0],[1.0, 0.75]]
],
"edges": [
  ["O", "X", "O", "X"],
  ["X", "O", "X", "O"]
]
```

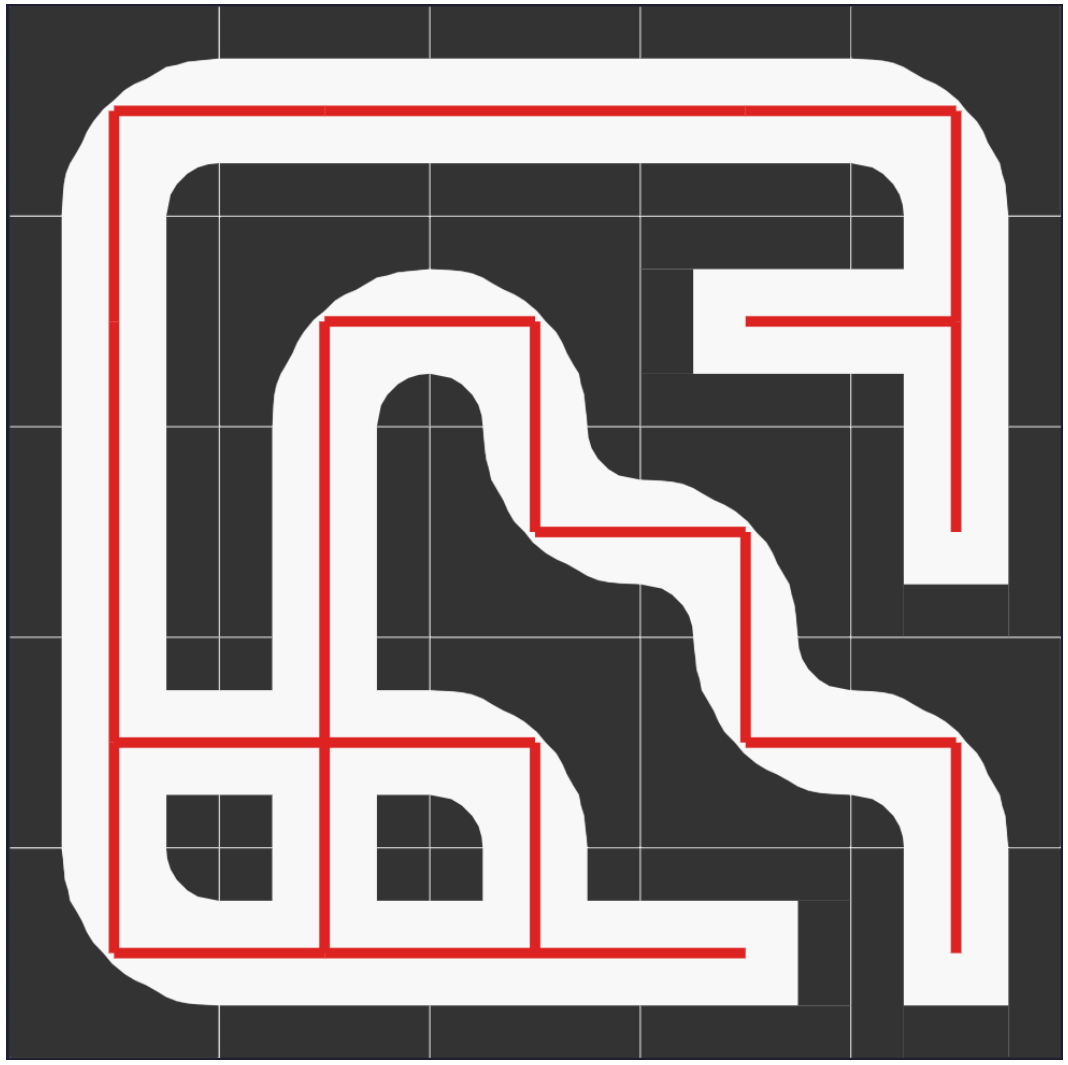



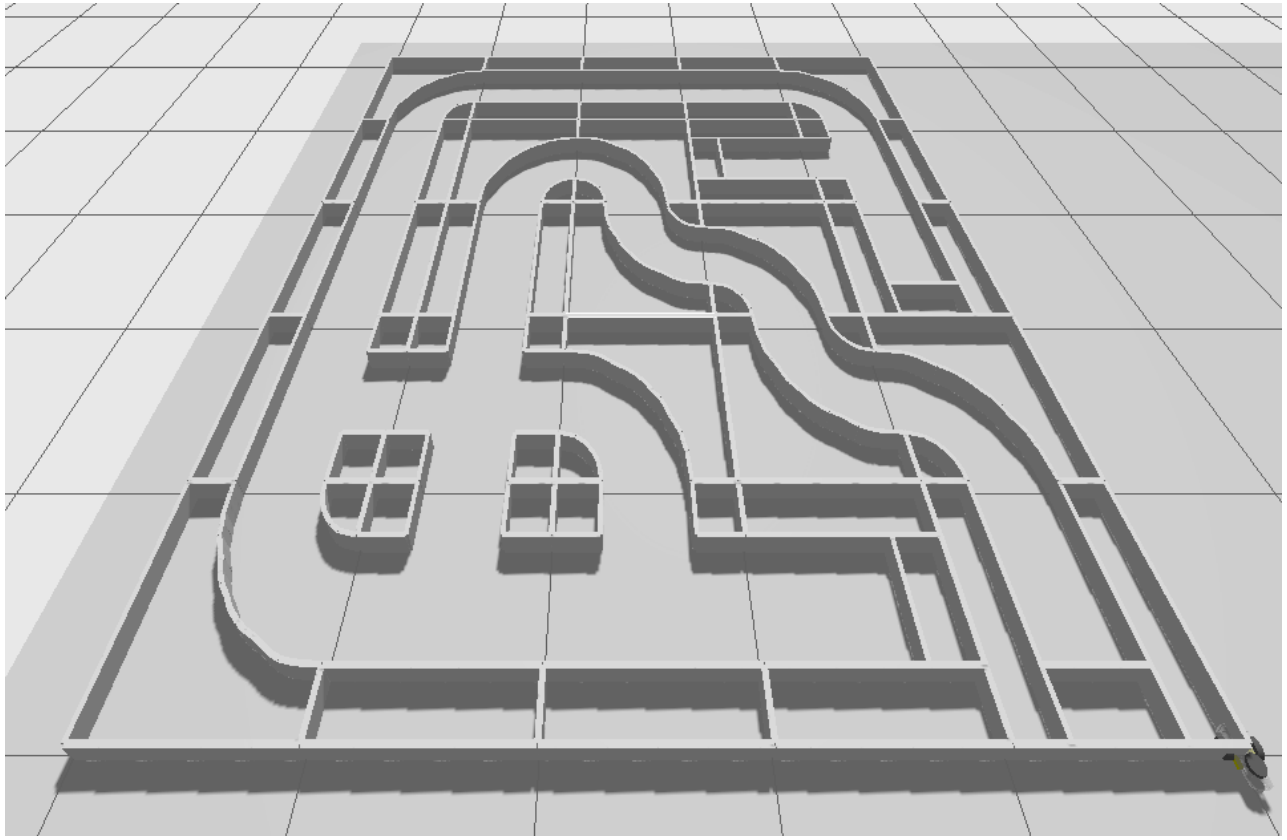

```
"name": "curve_90",
"walls": [
  [
    [0.0, 0.0],
    [0.0, 0.25],
    [0.05, 0.24],
    [0.1, 0.23],
    [0.15, 0.2],
    [0.2, 0.15],
    [0.23, 0.1],
    [0.245, 0.05],
    [0.25, 0.0]
  ],

"edges": [
  ["O", "X", "X", "O"],
  ["O", "O", "X", "X"],
  ["X", "O", "O", "X"],
  ["X", "X", "O", "O"]
]
```

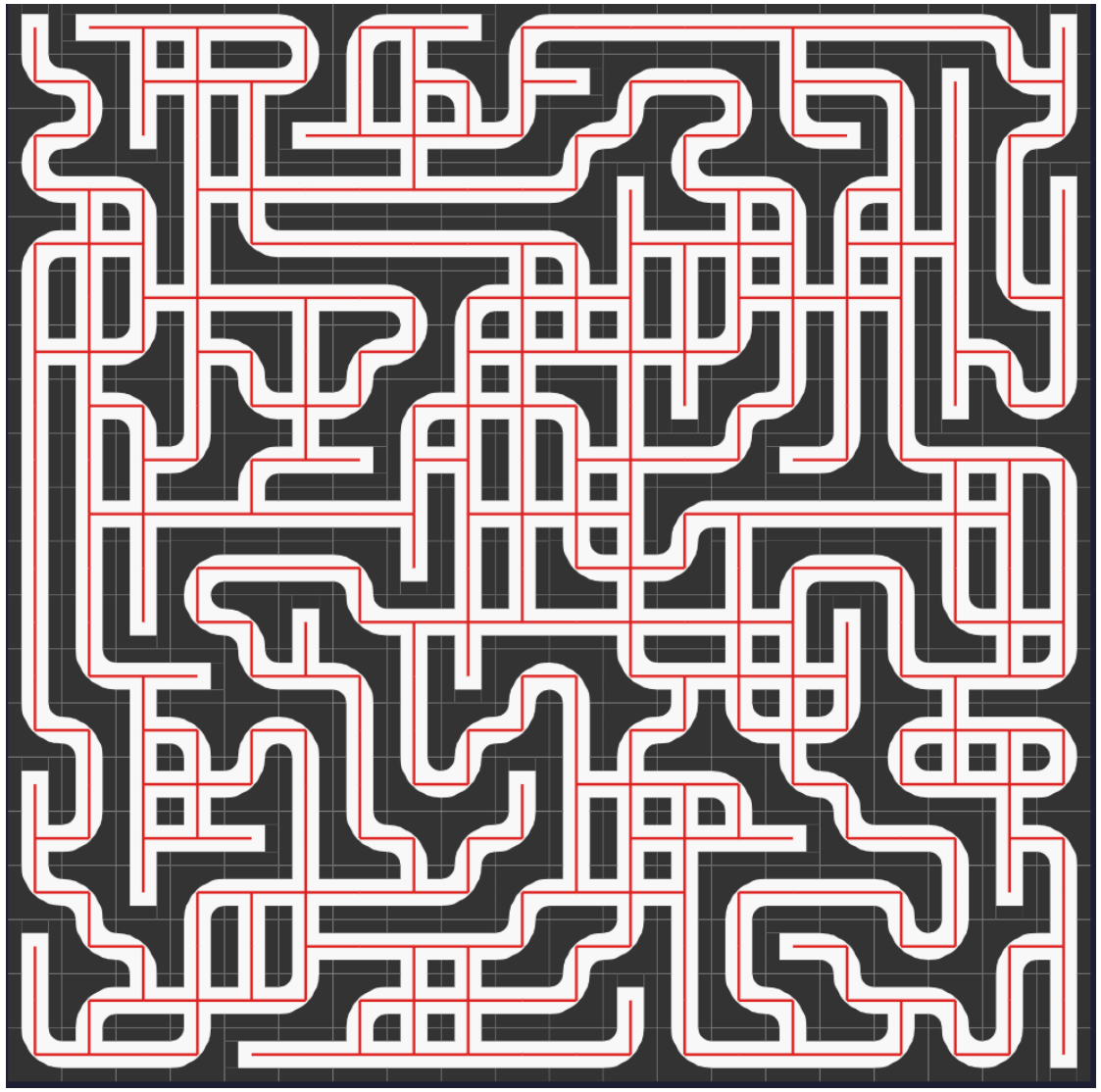



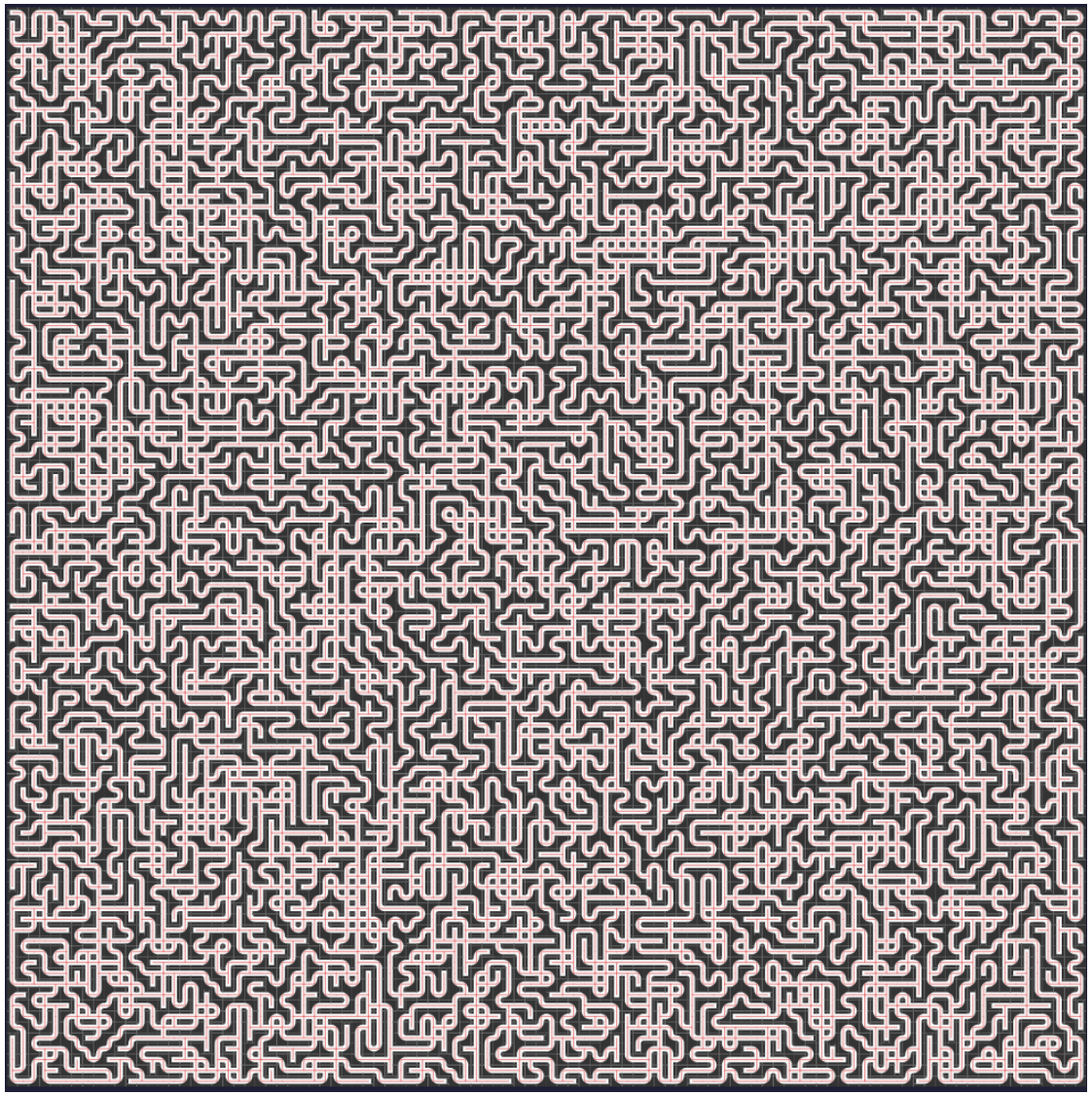
Generierungsalgorithmus

- DFS Algorithmus
- Constrains um tile Verbindungen zu garantieren









Vielen Dank für eure Aufmerksamkeit