

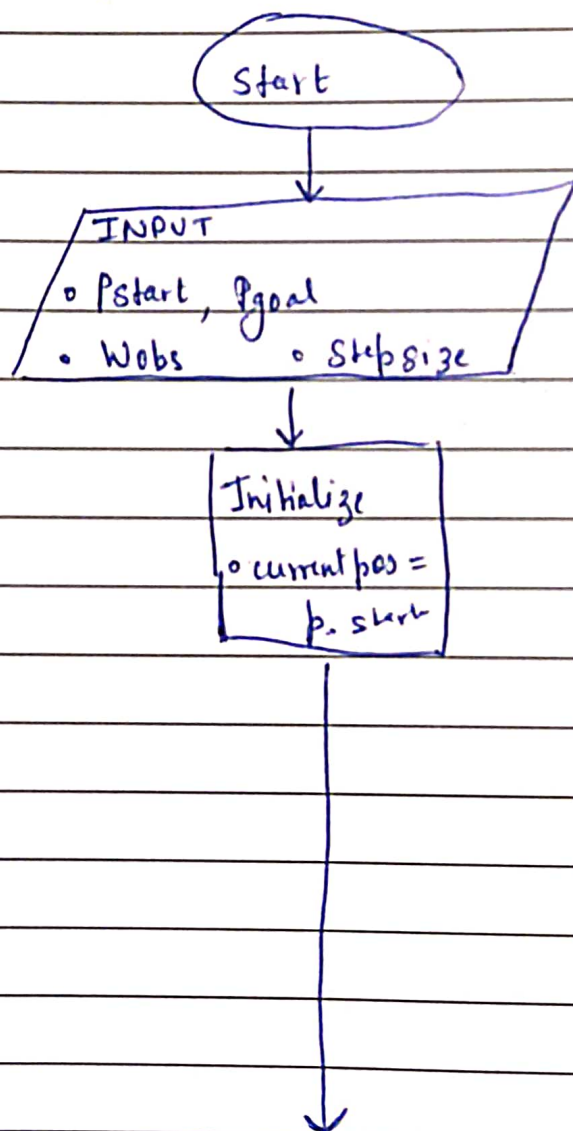
01 October Saturday

Bug 2

1) while not at goal :  
    move towards goal (on start-goal line)  
    if hit obstacle :  
        follow obstacle boundary until you  
        encounter a point on start-goal line closer to  
        goal

Ex 1.8

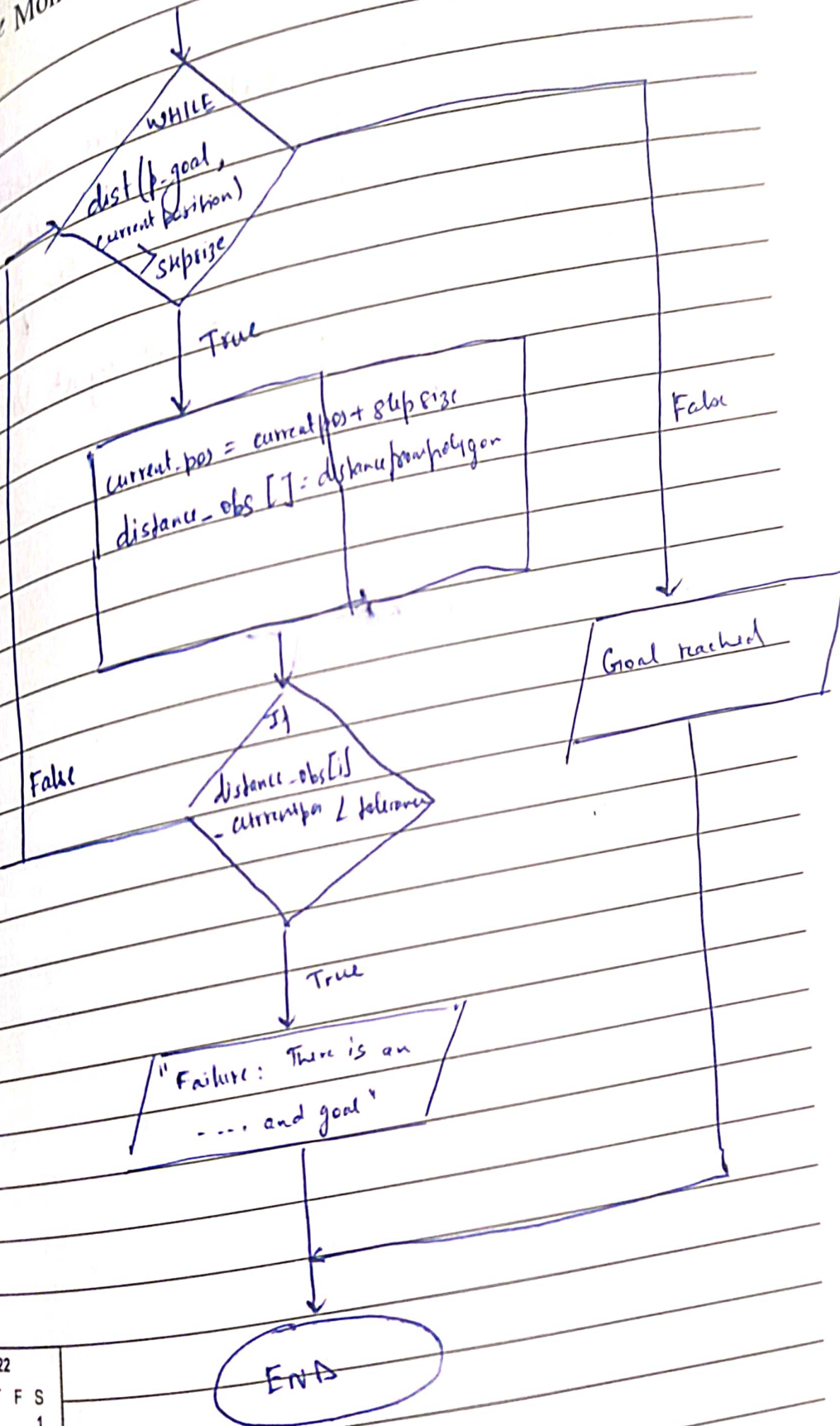
Bug Base Algorithm



02 October Sunday

October 22						
S	M	T	W	T	F	S
30	31					1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

October Monday



October 22						
S	M	T	W	T	F	S
30	31				1	
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

04 October Tuesday

(1) In bugbase, the robot sends out a failure message once near an obstacle, instead of that, we need the bot to go around the obstacle and leave at the point nearest to the goal.

For this we can use the ComputeTangent Vector to Polygon function.

October 22						
S	M	T	W	T	F	S
30	31					1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29