Game Rules and Instructions

Game Description:

This Project is about a robotic car that can solve a maze by the help of the user.

The car always drives forward until it is stuck with a junction, then it do the next move according to the data provided by the user.

The data contains directions that are encoded as a QR code, the car will scan all the directions before entering the maze and save them aside to use when getting stuck in a junction.

there is an option to rescan the directions in case there was an error with the scan order or the car isn't able to continue as the given data.

Junction:

- a place or point of meeting.
- a conflict points for the car or a meeting which require the car to change his direction.

Maze Rules

1. there're three classes of walls that you're allowed to use.
   30 cm, 50 cm, 100cm.

   though that 30 & 50 cm walls support inner or edges walls, the 100 cm will be used only for edges.

2. The wide of each street at the maze have to be between 35 – 40 cm. it's your responsibility to check them.

   Example of legal mazes: