TWO FINGERS STRATEGY

The "Two Fingers" strategy is a method we made that works under certain conditions particularly when the ground is uneven, which causes the car to lack the strength to accelerate. In the code where the car exits the parking spot, one of its first actions is to accelerate. However, due to the uneven ground, the car doesn't generate enough force and ends up rolling backward, hitting the wall. At that moment, we noticed that when the car moves backward, the distance between the car and the wall is about two or three fingers. So, our solution was to maintain a two-finger gap between the car and the wall.