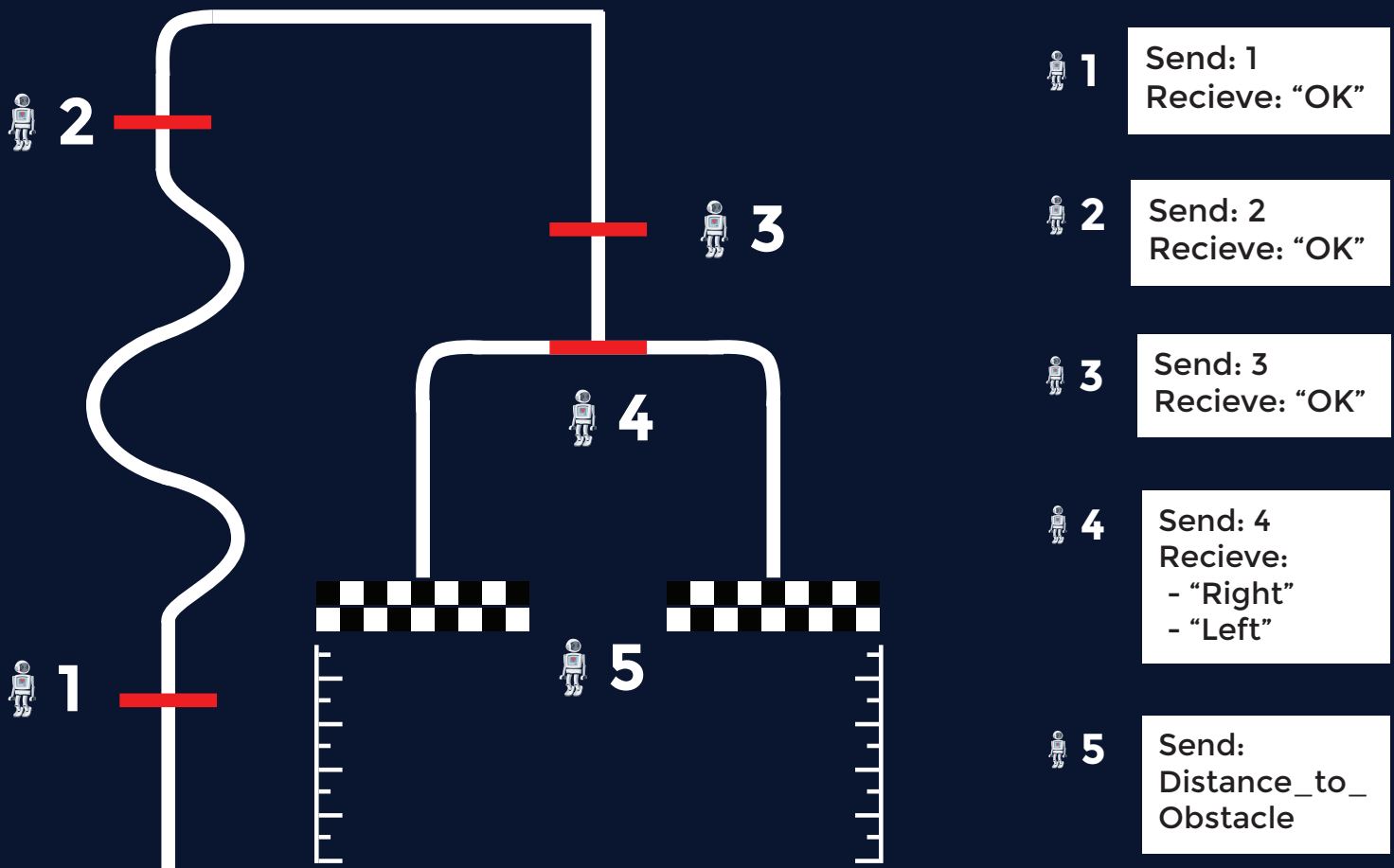


# ENSTAB ROBOT'THON

## Circuit & scoring milestones:



1 : Reach first checkpoint **\_10 points\_**

2 : Reach the end of the ZIGZAG **\_20points\_**

3 : Reach the 3rd checkpoint **\_30 points\_**

4 : Go the right destination **\_20 points\_**

5 : Reach the TRUE finish line **\_50 points\_**

6 : Send the right distance (tolerance %10) **\_50 points\_**

\* For each message sent on checkpoint **\_50 points\_**

\* For each time the robot stops/waits for the "OK" message **\_20 points\_**

# ENSTAB ROBOT'THON

The game will go like this:

First, you put your robot at the start of the course, you turn it on, and **never touch it again**.

When the robot receives a “GO” message, it shall start moving.

Once it reaches a checkpoint, it should **stop**, **send** its number, **wait** until an “OK” message is received then **carry on** to the next checkpoint.

**At the fourth checkpoint**, the robot shall **send the number** as always, but now, it'll either receive a message saying “Right” or “Left” indicating the **direction** the robot should head to.

Once in the right direction, it shall keep on following the line until it reaches the **finish line** (big black area) where it should **stop**, **measure the distance** to the obstacle in front of it, and **send** it to the judge.

Once the distance message is received, the judge will stop the timer, and that'll be the end of the trial (you can now touch your robot without risking a disqualification).

PS:

- All lines and checkpoints' lines will have a width of **4cm**.
- The judge will **randomly send corrupted messages** (example: éo&,d"fç) **during the messages exchange** as well as between the checkpoints, so make sure to account for that.
- The judge will be using this app to communicate with your robot, use it for debugging ;) [**Serial Bluetooth Terminal**]

