## **ROVER SYSTEM UNITY IMPLEMENTATION DOCUMENTATION**

* ROVER
  + The models used in the structure of the rover are designed using Fusion 360. The models include:
    - Raspberry Pi
    - Camera
    - Battery Pack
    - Castor Wheel
    - Lidar
    - Motors
  + The rover movement is built on a model based on the github project :

https://github.com/unity-car-tutorials/Unity5-WheelColliderSource

* + The Rover has a manual movement controller.
  + The Rover can toggle between 4 different Camera views.
* MAZE
  + The maze is based on the Unity Asset in the Unity Asset Store: Maze generator.
  + Walls have extra built-in Nav Mesh to navigate the system without collision.
  + The width and breadth of the path can be adjusted as per requirement.
  + Added control instructions into the Game window.