- The distress call sensor does not work. I create for loop, this for loop check every robot if it is in distress situation and then create a distress event to notify all robot about the distressed robot.

- The proximity sensor does not work. I create CheckForEntityProximity in the arena to check if there are any entity or wall in the rage of each robot and then take the right action, but it does not work.

- I did not use the entity type senor because I did not know why we need to use and how we suppose to use this class.

- I create the SuperBot classes, but I did not use them. I just change the type, the color and the size of the robot and make the scenarios of the SuperBot in the robot class. I know it is bad design, but I did not have enough time to use another way.

- The robot does not receive the collision event when it became SuperBot. So, the SuperBot go out of the screen.

- I did not know why the game became very slowly after two minutes of running the arenaviwer

- Robot does not collide when appropriate (i.e. distress call sensed).

- Robot does not avoid when appropriate.

- SuperBot does not avoid when appropriate.

- SuperBot does not collide when appropriate (i.e. player in range).