

# **Agri Robot Mapping and Pathing Literature Review**

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# **1 introduction**

My part of the "Agri Robot" project at this time is to improve the mapping and complete coverage path planning (CCPP) modules. Aswell as create and manage an AWS server.

## **1.1 Map Generation**

To optimally generate a map where each vertex of the map links to two others and a complete line can connect them all without crossing itself everytime. I have looked at how this is done in video games and similar real world projects. There seems to be two ways to go about this

**Literature review**

Introduction: brief description of project, aims and objectives, areas of knowledge required.	First	2.1	2.2	3	Fail
Discovery of suitable quantity and quality of material.	First	2.1	2.2	3	Fail
Description of key issues and themes relevant to the project.	First	2.1	2.2	3	Fail
Evaluation, analysis and critical review.	First	2.1	2.2	3	Fail

**Quality of writing**

Clarity, structure and correctness of writing	First	2.1	2.2	3	Fail
References correctly presented, complete adequate (but no excessive) citations.	First	2.1	2.2	3	Fail

**Planning**

Risks: identification, suitable contingency planning.	First	2.1	2.2	3	Fail
Measurable objectives : appropriate, realistic, timely.	First	2.1	2.2	3	Fail
Gantt chart: legibility, clarity, feasibility of schedule.	First	2.1	2.2	3	Fail

**Comments**

<div style="border: 1px solid black; height: 480px; margin-bottom: 10px;"></div> <div>Supervisor: Edwin Ren</div>
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Markers should circle the appropriate level of performance in each section.