

Scenario 01: Borregas Avenue No Obstacle

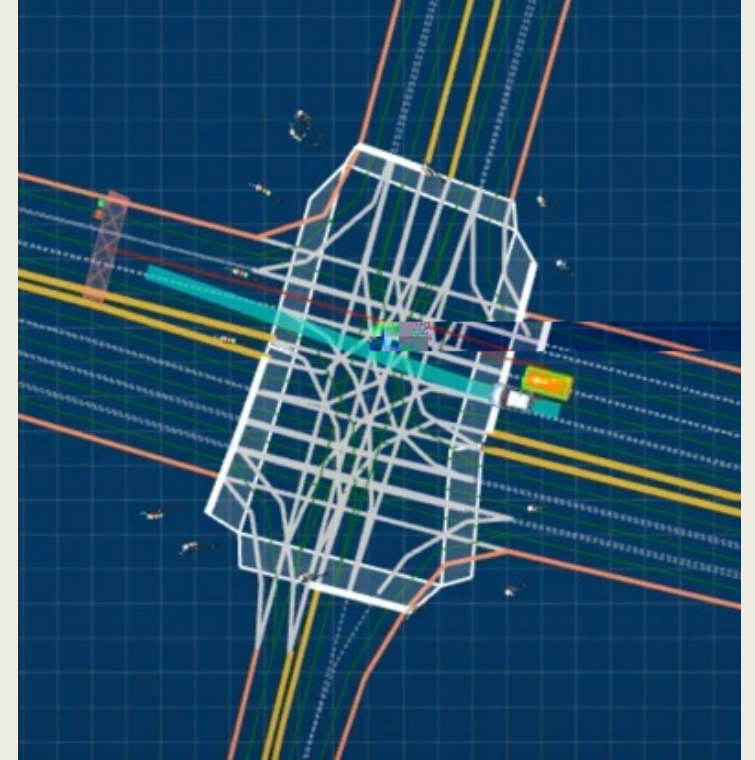
- This video shows a test involving no NPCs created by SALVO in the BorregasAve map.
- Youtube: <https://www.youtube.com/watch?v=lseDL4R2AIE>
- In this scenario, we will generate all the possible paths, i.e., legal trajectories, across the intersections that SALVO finds in the BorregasAve map, without filtering.
- In the second command, we execute the test case with given id. The parameter plan type decides whether the initial placement of the NPC is included in the execution or not.



SCENARIO 01: BORREGAS AVENUE NO OBSTACLE

Scenario 02: Static Obstacles on the Right Side in Borregas Avenue

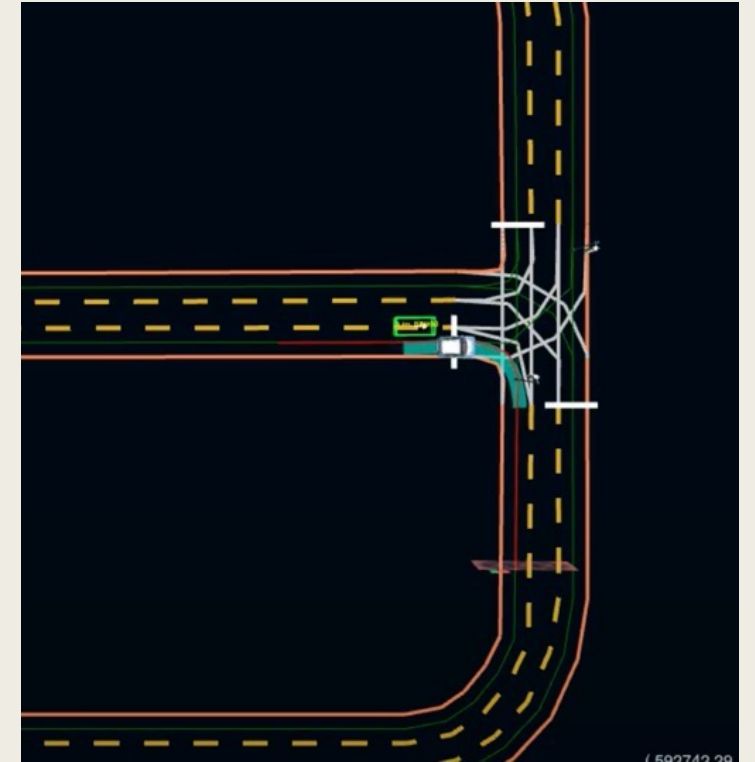
- This video shows a test created by SALVO in the BorregasAve map, which features an obstacle placed on the right side of the lane.
- Youtube: <https://www.youtube.com/watch?v=2Im8xnfY3Ic>
- In this scenario, we will generate all the possible paths, i.e., legal trajectories, across the intersections that SALVO finds in the BorregasAve map, without filtering.
- In the second command, we execute the test case with given id. The parameter plan type decides the initial placement of the NPC should be included in the execution.



SCENARIO 02: STATIC OBSTACLES ON THE RIGHT SIDE IN BORREGAS AVENUE

Scenario 03: Static Obstacles on the Left Side in CubeTown

- This video shows a test created by SALVO in the CubeTown map, which features an obstacle placed on the left side of the lane.
- Youtube: <https://youtu.be/ubiUYdo4ZUc>
- In this scenario, we will generate all the possible paths, i.e., legal trajectories, across the intersections that SALVO finds in the CubeTown map, without filtering.
- In the second command, we execute the test case with given id. The parameter plan type decides the initial placement of the NPC should be included in the execution.



SCENARIO 03: STATIC OBSTACLES ON THE LEFT SIDE IN CUBETOWN

Scenario 04: Static Obstacles in CubeTown

- This video shows four tests created by SALVO in the CubeTown map. The tests cover various combinations of static obstacle placement:
 - *no obstacle*
 - *an obstacle in the middle of the lane*
 - *obstacles partially occluding the lane on the left and right sides*
- Youtube: <https://youtu.be/WLlh9Pv8FcI>