Part I: Simulation

1. Eliminate the noise (or reduce the noise) from sensor

Part II: Experiments

1. I think the attack might be breaking the servos and at the very least is kind of annoying… what can we do to make it softer???
   1. The attacks (at least the replay one) should only start if the user press a key. That should be right after the “int main{}” statement. That way you don’t have the attack all the time.
   2. Alternatively, we can ask the attack to last for 40~50 seconds and then stop. That might be better. This sort of takes care of items 1 and 2.
2. Develop a list of common mistakes (Problem / potential source / how to fix it)
3. Still, I would like to see some counter attack measure in place.