

Bot Core

- bot_skeleton
- orientation
- bot_manager

Node Core

- Node Manager

Node Extensions

Visualization

Figure_Triangulargrid

Data

- Create the grid
- Create the nodes
- Create bots

Frames

- Create frames movement
- Create frames leader election

Layouts

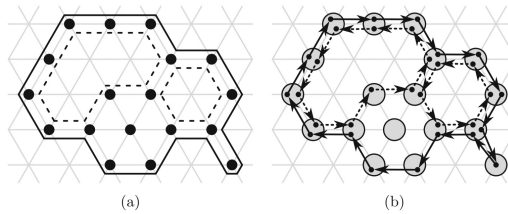
- Create a layout

Bot Algorithms

• Leader election

Leader election

- boundary_setup
- segment_setup
- identifier_setup
- identifier comparison
- solitude verification
- boundary identification



* Agent is always on!

1st Step - Arbitrary coin flip

Debugging

- bot_skeleton

Docs

- Static Folder
- Diagrams
- PdFs