Robotics Project Report 2

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In the second session, accessing the Visual Studio code and testing if everything worked took some time. The main task was to make the obstacle cubes objects move continuously and stop when they hit the boundaries(walls) of the warehouse. We successfully located this feature in Isaac Sim UI under "Add Physics - preset collider." We then searched on Google to find the appropriate Python syntax for it. found it and implemented it.

The second part of the task was challenging: making the objects move. We searched for an in-built function to achieve this, but after extensive searching and multiple attempts, we were unsuccessful. Consequently, we were inspired by Majed and planned to apply his solution. Unfortunately, we ran out of time and did not manage to implement the solution. The structure of the solution was as follows:
we get the current time, randomly decide the duration of movement, and randomly decide the orientation, and the speed. calculate the new position of the obstacle if it exceeds the boundaries we change orientation.