<<Struct>>
Pose

+ x: double
+ y: double
+ z: double
+ roll : double
+ pitch : double
+ yaw : double

Object

\# index: int
\# location: Pose
\# collect: bool
\# found: bool

+ Object(int, Pose)
+ setFound(bool)
+ getLocation() : Pose
+ checkCollect() : bool

GoodObject

+ Object(int, Pose)
+ setFound(bool)
+ getLocation() : Pose
+ checkCollect() : bool

BadObject

+ Object(int, Pose)
+ setFound(bool)
+ getLocation() : Pose
+ checkCollect() : bool