# Racecar Agent Development Log

### 1.Agent Overview

Developed the MyAgent.py to drive the racecar using LIDAR inputs and velocity. The agent selects actions based on heuristics for motion control.

## 2.Logic Explanation

#### Direction:

- · Comparing left vs right values
- Turning toward whitespace
- Else, go straight

#### Motion:

- If front distance < 0.15, brake.
- If velocity is low, then accelerate
- Else coast

#### 3.Results

- Track 1 accuracy: 117.96
- Track 2 accuracy: 118.08
- Track 3 accuracy: 118.31
- Track 4 accuracy:118.15
- Track 5 accuracy: 120.1
- Track 6 accuracy: 119.9
- Track 7 accuracy:117.90
- Track 8 accuracy: 118.23

Racecar is stable on most tracks without crashing.

#### 4. Further Improvements

• May be using Q-learning for edged curves and higher accuracy

# 5.Files

- MyAgent.py Rule-based agent
- Deevelopment.pdf Log of testing.