General stuff

* The wall should always either be on the right or left
* Bot should only turn left or right, but never both

Outside corner strategy

* Do the same thing as the 8 figure challenge
  + Once the wall being hugged disappears, turn around

Inside corner strategy

* When wall in front gets too close, turn direction opposite of wall hugging

How to tell inside vs outside

* If the robot can detect a wall in front of it, then it’s an inside wall, else outside
* The sensor may not be able to detect a wall if it’s far enough away
  + Periodically check to see if there is a wall in front and if so then make the turn method inside

Slanted wall

* If the wall it turns to is slanted and not perfectly 90 degrees then make turning based on measurement read from ultrasonic sensor
* Once it exceeds a certain threshold it starts moving in that direction

My current outside corner strategy was to adjust the rover as it moved around the tables, however it may not work for this challenge as it wouldn’t work for inside corners.

I decided to change my code to repeatedly switch between the left and front and if the front was close then it will turn right. If the left was close then it would turn right. If there isn’t a wall in the front or on the left, then it will turn left. Otherwise, it will move forward. For the delays, if made them relatively short, except for the forward so it can adjust as it moves. This causes it to stop, check its surroundings than determine what direction to move.