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