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Programming Logic

7 May 2019

Capstone: Observation

The Scribbler Robot was programmed to traverse the maze. This entire procedure was a lot of trial and error. I figured out first before I began coding that the speed for the Robot to move 1 inch is .45 seconds and that was what I used as the foundation in the design of the program. Which helped me out a lot. I knew that this project would require the use loops, decisions and encapsulations.

In the first code pass, my first prototype was a mess from the start, but it was able to get the job done. I realized I had over used loops and it made designing the program at first a lot a challenge because some parts of the first code pass was brute forcing it. After the first prototype I broke the program down and got it to run more efficiently with the code becoming more tightly knit. I had to modify the timing and cut down on the loops. This was able to solve the issue I ran into when I submitted the code first. Then I had to implement lights and sound into the program. Lights are implemented when it turns left the left light will light up and once that it turns right, the light on the right side will light up. When implementing the robot will play a sound once that the robot completes an obstacle.