The mission I created is named “newMission” and contains the tasks “inspect barrels and report to house”, and “ram\_barrels” (ram\_barrels is utilizing second robot).

The first mission starts off with the mavic2pro increasing altitude and moving between a set of locations. Initially the task contained some other simple actions like “detect object” and “send location” (can’t quite remember the names verbatim). However, these only resulted in errors, and otherwise making Webots freeze, so I left them out. Similar story with “ram\_barrels” task, I had intended to make a more “advanced” task, but I couldn’t get it to work, so again it resulted in only moving between positions and then at the end running into the barrels on the map.

I was not able to implement any algorithm due to an error that appeared when attempting to run an algorithm in the “algorithm editor”.

Updating the mission to contain the second robot was no hassle, as I only needed to create a new task, and choose the newly created robot to carry out said task. Adding the robot was a bit difficult as initially, adding the robots didn’t do anything at first. Suddenly after refreshing and retyping the command a couple of times, the robot was finally added.

Seeing as I was not able to implement any algorithm, I tried using some of the premade ones. With the “Package” mission, I saw some varying results when choosing between different allocations, like “Automatic task allocation”, “CBAA”, and “random\_allocation”. The BB-8 robot had erratic movements in all cases, however they seemed to mainly be erratic forwards, or erratic backwards. The robot would either wander in between the houses or roll “off” the map in the back. Initially when using the “CBAA” preset, the pr2 robot would simply go in a circle and nothing else. When choosing “random\_allocation”, it would travel around in a small area and send its location (not sure where or why).