|  |  |  |  |
| --- | --- | --- | --- |
| Cubic splines | Randomness | Improved physics 2 | Competition |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Randomness

|  |  |  |
| --- | --- | --- |
| A | B | C |
|  |  |  |
|  |  |  |
|  |  |  |

Improved physics 2

|  |  |  |
| --- | --- | --- |
| A | B | C |
|  |  |  |
|  |  |  |
|  |  |  |

4 a) Random (small) error in initial position and velocity of the ball and an analysis of the impact on the bot.

4 c) Different coefficients of friction and a bot than can deal with them

5 b) Flying balls that can bounce (and a bot that can handle it)