

# CS 170 Project Design Document

Xiaochen Han, Bofan Xue, Boyan Zhou

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- 1 If there was a Guavabot on every node, what sequence of scouts and remotes would you do to get them all home?  
(a)
- 2 More generally, if you knew where all the bots were, what sequence of scouts and remotes would you do to get them all home?  
(a)
- 3 If you didn't care about getting the bots home and just wanted to find their locations as quickly as possible, what sequence of scouts and remotes would you do?  
(a)
- 4 What ideas do you have for solvers? Please provide at least 2. What are their advantages/disadvantages?  
(a)
- 5 What kinds of inputs do you think your solvers will do well on? Do poorly on?  
(a)