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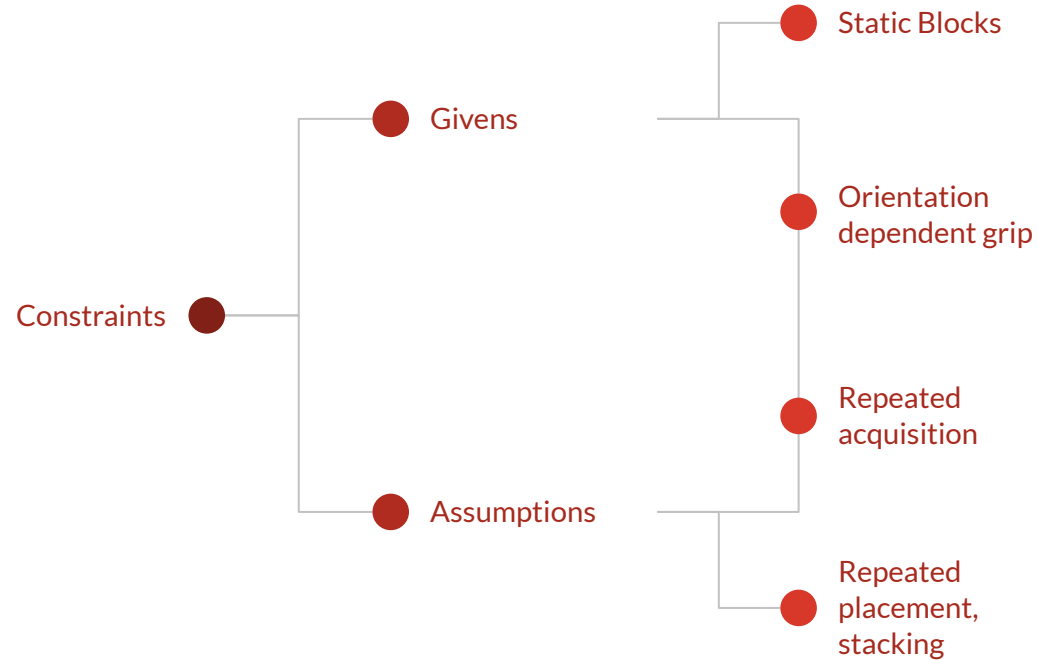
# Final Presentation

Zac Gong, Jason Friedman, Hunter Liu, Andreas Alexandrou

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# Methodology Strategy



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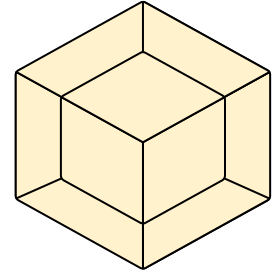
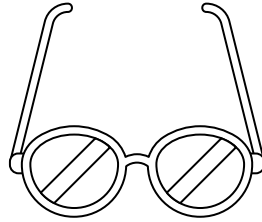
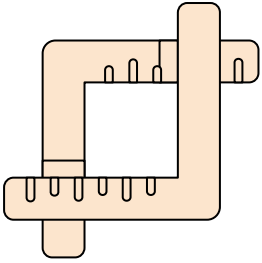
# Methodology Architecture

Detect Block

Plan Pickup

Pick up

Place



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# Evaluation Metrics

Unit Tests



Simulation



Single Pick  
and Place

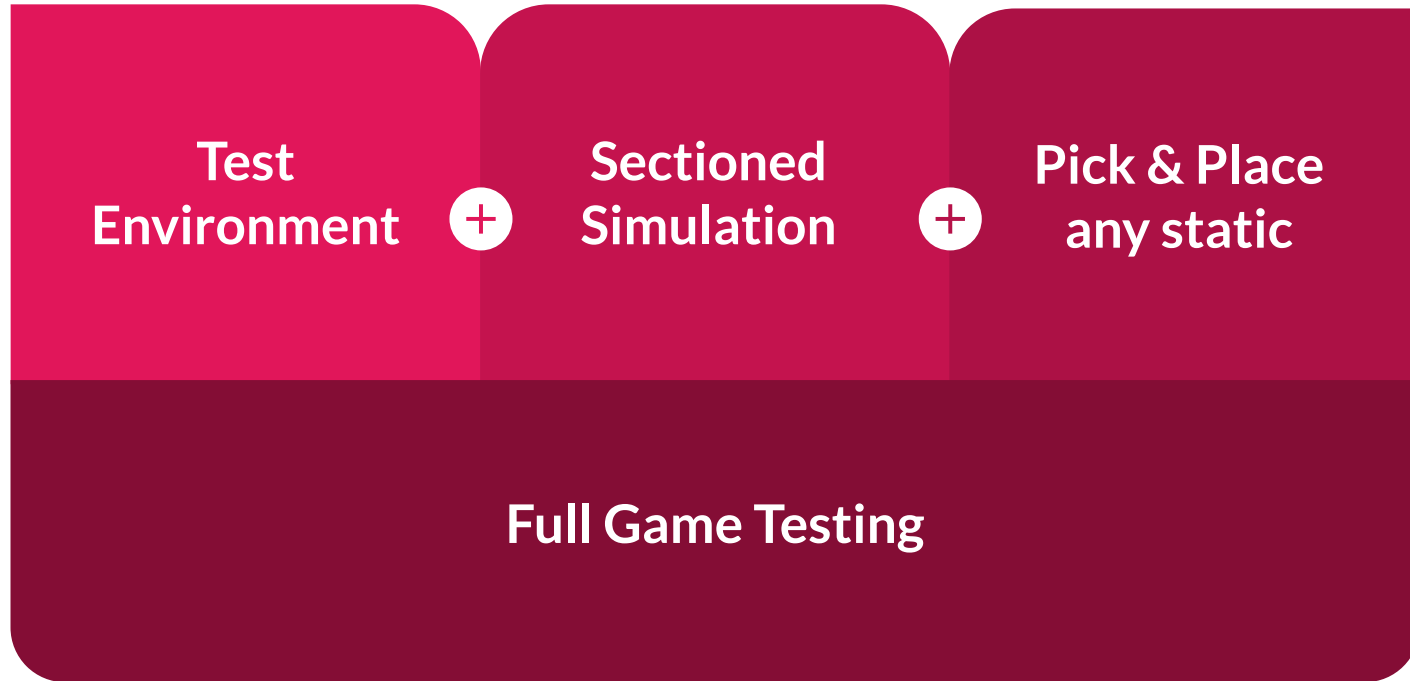


Full Game Testing



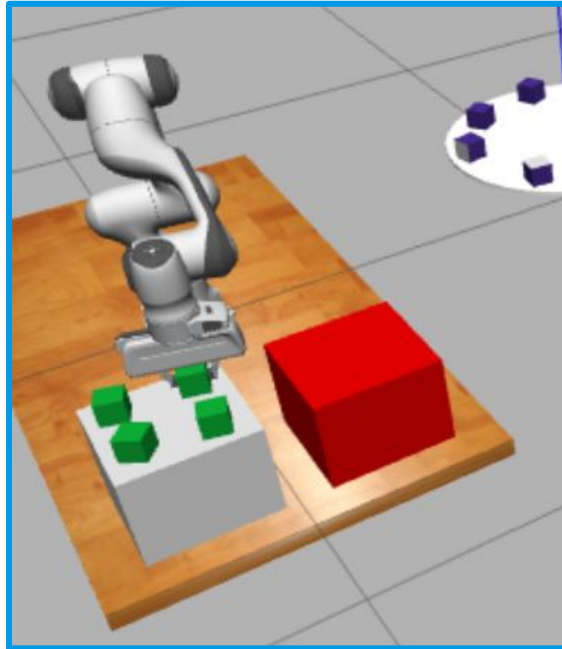
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# Experimental Evaluation Plan



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# Results and Discussion



		Success
1	Detect Block	✓
2	Plan Pickup	✓
3	Pick up	✓
4	Place	✗

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# Future Progress

Dynamic  
Blocks



Continued  
Testing



Tune  
Waypoints



Update  
Seeds



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# Thank you!

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