# Report: Assignment 2

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## Intelligent Robotics – Fall 2022

## Overview

Implemented the given task on Webots where two e-puck execute carrot chasing algorithm in the environment while another e-puck executes BUG-0 algorithm to traverse from a start to a goal point. The work is solely completed by me and the codes to the implementation are uploaded to the shared GitHub repository.

## Environment

**Goal**
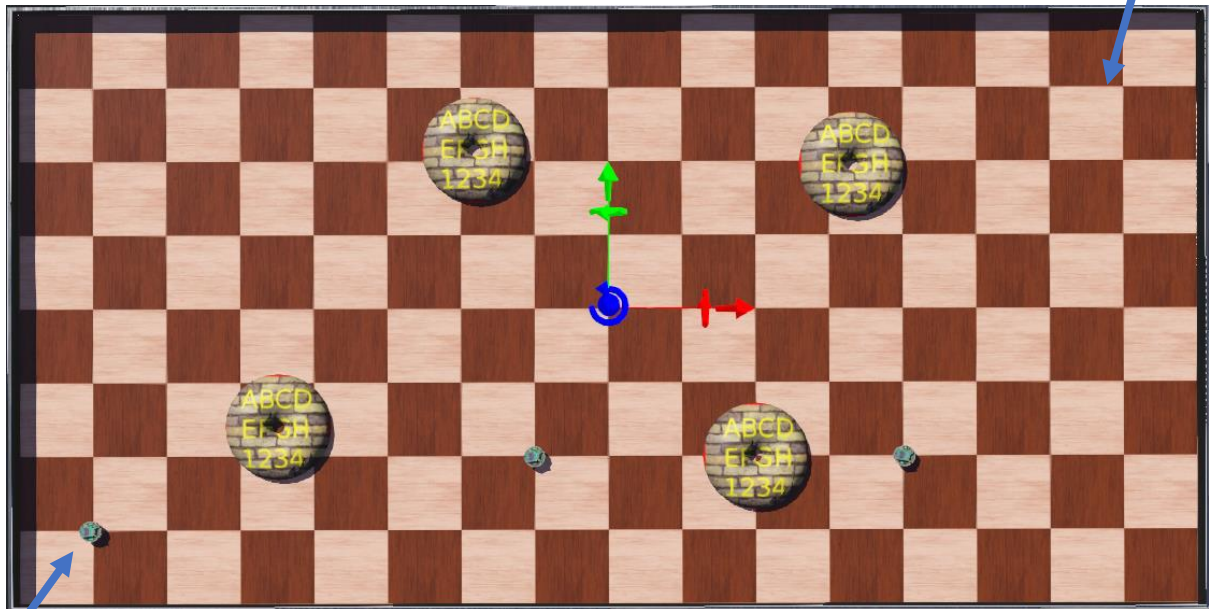


**Start**

## Parameters

For carrot-chase algorithm implementation, different parameters are used. Listing the relevant ones:

1. K = it is the gain.
2. Dt = timestep.
3. Delta = epsilon distance from the point of intersection on the line
4. Beta = Difference in orientation between the current heading and goal heading.

## Results

The e-puck at start moves towards the goal by encircling the obstacles whereas the other two robots execute the carrot chase algorithm following a line.