You job is to position your robot in at each performance point (A – G) and perform the following. Position the robot to the start position (A). Note that at each horizontal line, it is reset point – you can sleep for 5 seconds to allow you to reset the position of the robot.

Each door (227, 225 and 224A) will be assigned a value of 1, 2 or 3 indicating the room type. If it is a 1, there is a fire – find the marker and shoot it. A type 2 is poisonous – skip the room and do not enter. Finally, a type of 3 has a person – locate the person and take him to safety (Back to A – then return to the door)

A diagram of a room

Description automatically generatedAt position B – follow the line to bring the robot to the top horizontal line. This is a Reset point.

On the way up the hall, bypass position D – you can, however, use this as a Reset Point.

At position F, there will be a marker with 1, 2, or 3 on the wall. If the marker is a 1, do something with the Chassis and Gimbal, if the marker is a 2 do something with the LED lights, if it is a 3, do both the Chassis and Gimbal and the LED lights. Again, this can change each run.

Position H is the turn around point. This is also a reset point.

On the way back to the start, at Position D, research something you can do with the robot and implement it here. This will also be the final reset point on the way back to the Start Position for the end of the course. You are not required to do the zigzag again – just go straight through.