CSE 598 Project 3a: Pursuit Evasion Games

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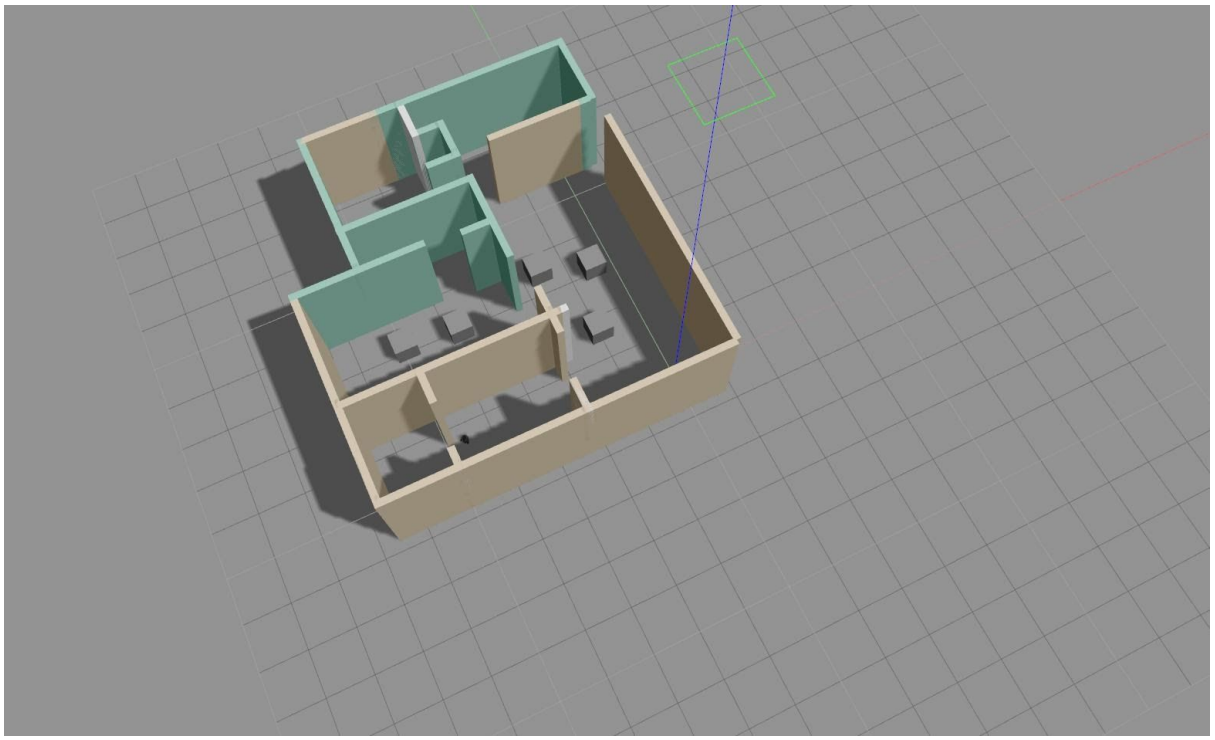
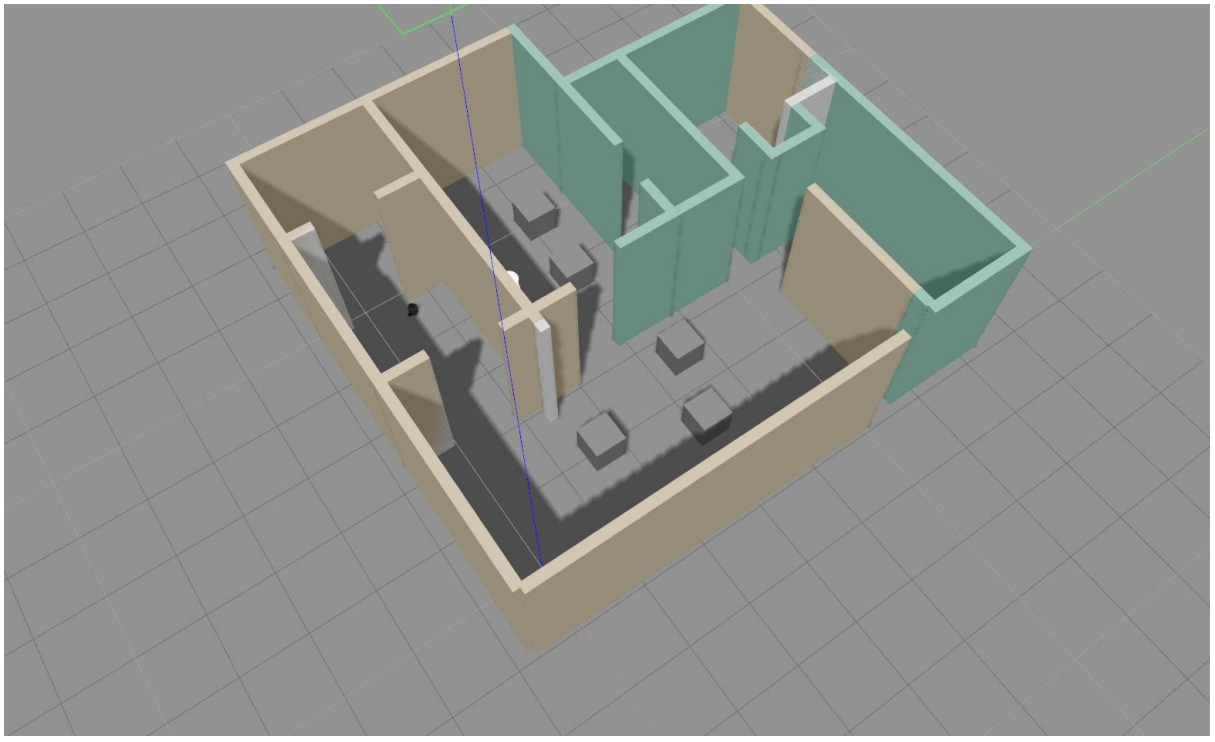
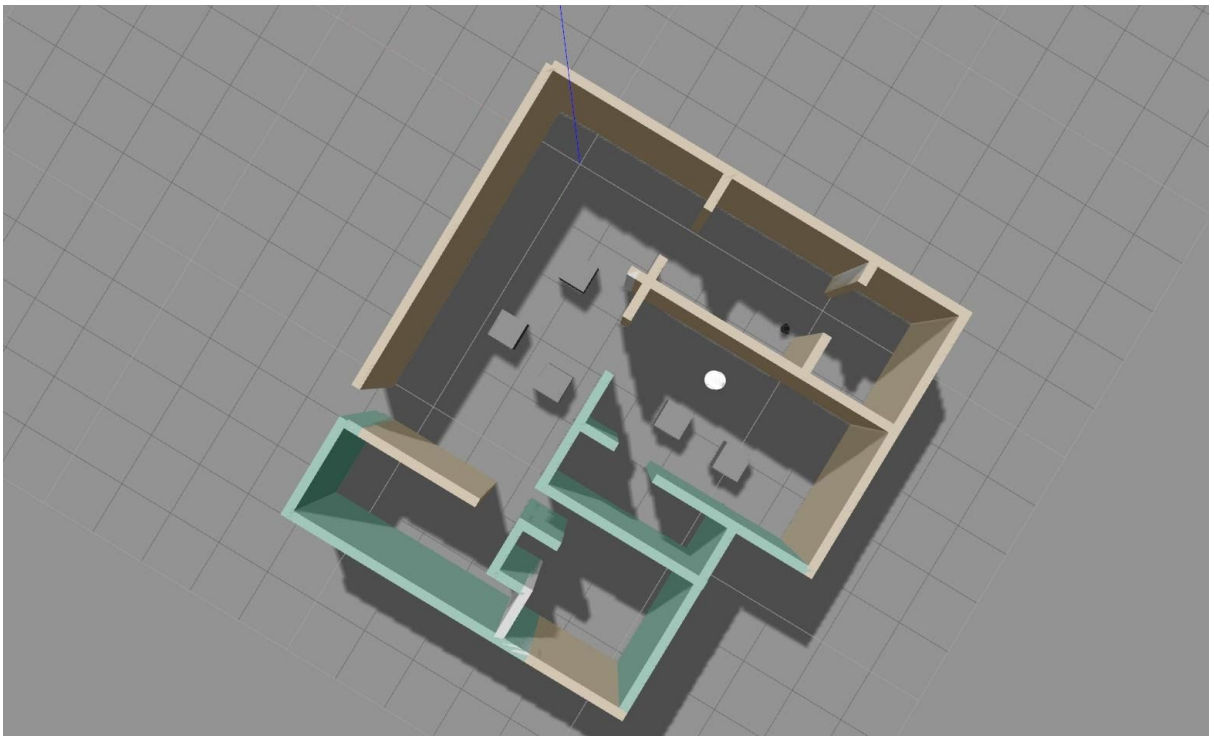
Task 1: Step 1: Import a floorplan in gazebo, and create a house.Save that model in the SDF Format

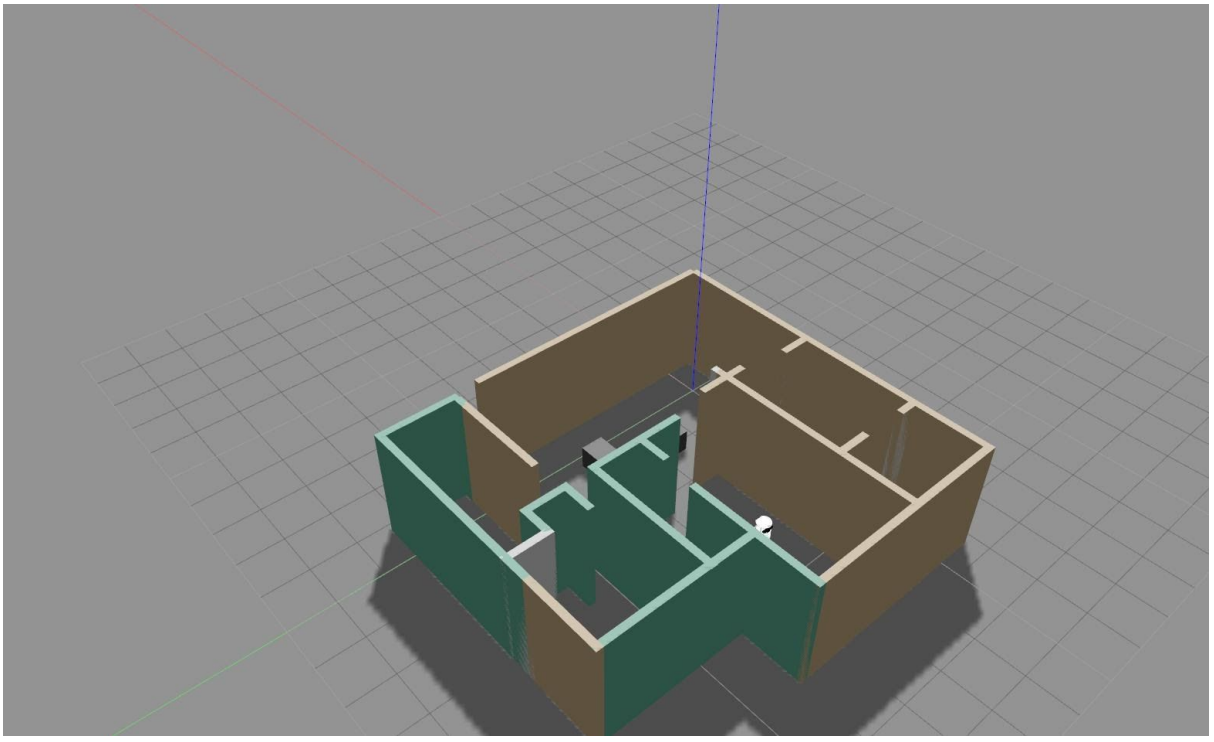
Step 2: Add obstacles to the environment. We have added cubes, and a turtlebot2 as obstacles

Step 3: Save the environment using the .world format, and make a launch file that invokes the environment









Task 2: Our node is called ‘my_initials’ which travels to a room and traces the letter ‘M’ in it (it has very bad handwriting, please forgive it for the same). The procedure to run the node is simple: We have created a workspace called ‘Perception-projects’, which contains all the code. Execute the command ‘ roslaunch project_3 world_launch.launch’ to launch the world file. Then use ‘rosrun project_3 turtlebot_driver.py’ to run the driver script. If you want, you can manually use RViz to visualize the camera output. (Don’t forget to source the workspace before running it)