# System level description

On Venus there is a research area with a lab, kraters, obstacles and pieces to pick up. There are also two vehicles which can drive on Venus and can pick up the interesting pieces. The purpose of this Venus project is to use the two vehicles in such a way that it gathers as much pieces as possible in a certain amount of time. The vehicles must bring the pieces to the lab.

## Strategies

There are three relevant strategies of cooperation with the two cars.

1. Letting both of the vehicles simultaneously search the area for the tubes and if a vehicle finds a tube it brings it to the lab. On this manner all the tube that are found are brought to the lab.
2. One of the vehicles is going to search for the tubes in the research area and drops the tubes at a fixed place in the field. The other vehicle waits until there is a tube at that fixed location and when there is, it bring it to the lab. In stead of letting the second vehicle wait in the beginning, it could also explore the area until there is found one tube.
3. Instruct one of the vehicles only to explore the area and communicate the locations of the tubes to the other vehicle. The other vehicle could than collet the tubes and bring them to the lab

In order to know which strategy is the most efficient, or fastest, there should be performed some tests. With these tests we should investigate how much time certain jobs take.