

Robot Applications

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1. INTRODUCTION

Just a short introduction for motivation of project (why should we let the robot play this game?)

2. BACKGROUND

2.1 Explanation and Description of Robot

2.2 Explanation and Description of Camera

2.3 Explanation and Description of Ninemens Morris

2.4 Explanation and Description of the AI

3. IMPLEMENTATION

3.1 Description of Architecture with Class Diagram and maybe other diagrams like process diagram or state diagram

3.2 Our own classes

3.2.1 RobotInteractions

3.2.2 RobotMovements

3.2.3 Bordpoints

3.2.4 Logger

3.3 How did we use the ai?

3.3.1 Changes in GameController

3.4 How did we use the camera?

3.4.1 In-Sight Explorer

3.4.2 Communication between Robot and Camera

4. EVALUATION

Not sure if we need this or what we should write here...

5. CONCLUSION AND FUTURE WORK