

# Simma- Design and Implementation

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- Collect pegs and unload them at the "home-spot"
- Avoid ghosts (randomly moving "hostile" objects)

## 2 operating modes

- collect peg
  - Increase weight of robot by peg mass  $\implies$  speed loss
  - Remove collision and heat from peg  $\implies$  robot ignores it
- Avoid ghost
  - Collision with ghost results in a time penalty for robot
  - Collision with ghost destroys (all) peg(s) carried by robot
  - Robot has the ability to drop the peg(s) in order to increase its speed

Despite being under construction, the current fitness is as follows:

Fitness:

- Number of pegs unloaded at "home-spot"
- Number of collisions with the ghosts

Video, May 12, 2014