Simma- Design and Implementation

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Introduction

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

Operating modes

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
  - Collision with peg when already loaded results in a time penalty
- Avoid ghost
  - Collision with ghost results in a time penalty for the robot
  - Collision with ghost destroys (all) peg(s) carried by the robot
  - Robot has the ability to drop the peg(s) in order to increase its speed

Fitness

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