

Simma- Design and Implementation

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May 11, 2014

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- 3 Pegs
- Collecting
- Find spot \implies unload
- Avoid ghost
- Drop peg(s) to increase speed

Reasons for the change

- Peg collecting was ok
- With ghost: too difficult
- Robot was
 - either way too afraid of the ghost
 - or not avoiding it

New task

- Robot carries a load/packages
 - decreases its speed
 - has to be delivered to the spot
- Avoid ghost
- $\text{fitness} = \# \text{packages delivered}$

Predicted Result

- Robot takes advantage of NMs
- Ghost avoidance
- "Smart" peg-dropping