**Turn\_Towards\_The\_Center{**

If (left or right sensor sees white){

Go straight;

If (second sensor sees white){

Stop;

Turn in the direction of the first sensor that saw white until sees white by it;

Turn 180;

}

}

**}**

**Random\_Dance{**

If (front sensor == close){

Move from left to right in a turning motion randomly for 5 sec;

Go Straight;

}

**}**

**Move\_Mino\_Mino{**

If (left or right sensor sees white){

Turn 180;

Go straight;

}

}

**}**

**Search for opponent{**

If (distance sensor does not see the opponent){

Turn from left to right 180 or till see white;

Turn other direction;

}

Stop;

Move towards the robot;

}

**}**

**Tech Ideas:**

* **Add battery pack for each motor;**
* **Add front ramp;**
* **Add start button;**
* **Low center of gravity;**
* **Protect wheels;**