Issues:

If a gold token is the closest, the robot goes to it

If the robot cant see any non home markers in the fetch stage, it does not work

If the closest marker is in home, the robot still goes and picks it up

In the testMethod() method, fetching and retrieving is only possible for the adjacent side current, and not any of the other corners

Sometimes the robot crashes into walls/ other robots and does move (esp in the retrieval stage)

Robot randomly stopped once for some reason:

