FBM 1: Object Perception

Team name:
Referee I:, Referee II:
Date and time:
Notes:
• Start and end time are based on the referee stop watch.
\bullet Timeout is checked when the robot cannot detect the object within specified test duration.
ullet GT is the ground truth which is the information provided by the referee box.
• Objects identifier:
 A1=black mug, A2=white mug, A3=coffee mug, A4=mug B1=fork, B2=knife C1=yellow box, C2=pink box D1=gold frame, D2=black frame
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Team leader signature: Referee signature:											