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.
• Timeout is checked when the robot cannot detect the object within specified test duration.
• 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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Comments:
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