☰   🖌   🔍   CS684 Spring 2022

CS684: Embedded System Course

Rulebook: [2] Arena

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1. Arena Configuration

- Arena consists of two parts - Traverse Area and Parking Area.
- Parking area consists of Parking Zone where robot can park itself.
- Both parts are connected through a line switch.

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2. Preparing the dummy cars

- Material required:

    - Thermocol

- Preparing dummy cars:

    - Teams will prepare 6 dummy cars using thermocol.
    - Size of dummy car is decided by teams for better demonstratetion.

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3. Placing the dummy cars on Arena

- Dummy cars can be placed:

    - On a line in traverse area.
    - In a parking zone in parking area.

- When placed on a line, cars will act as an obstacles. Teams have to bypass the obstacle by using wall-hugging algorithm.

- When placed in a parking zone, parking area will be blocked. Teams have to find sufficient space in the parking zone to park the robot.
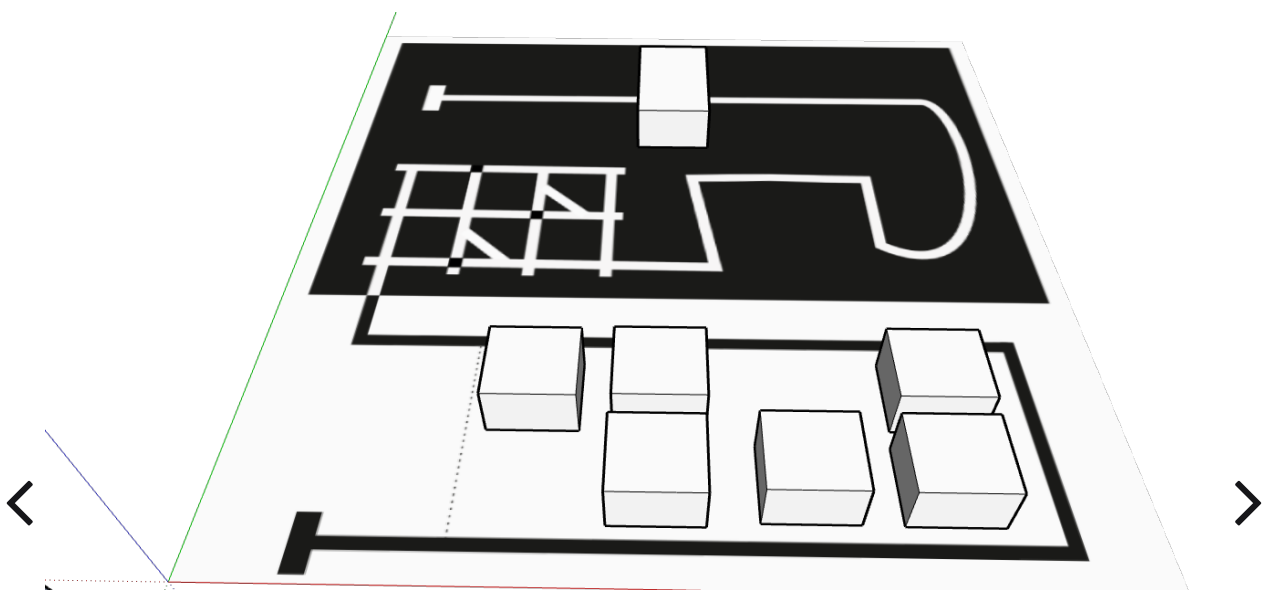
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4. Final Arena Setup

Figure 2: Arena Final Setup

Note: The position of Dummy Cars is random. During final demonstration, position will be different. Your algorithm should be generic.