

I really want to do this autonomous navigation project because I'll get to create algorithms and work with optimization - two things I've been wanting to learn. Plus I've always thought robotics was super interesting, so this seems like the perfect way to check both of those off my learning list at once.

I watched a video essay on the Robotic Turk, and the idea of that entity was just very menacing, but all that build up went to vain because it was just a human inside of it. Now that I have an opportunity to actually build something that comes close to it, while combining the prowess of a chess engine with a highly efficient contraption that physically lifts pieces up, I would like to try my best to grab it.