**Sean Russell: Contributions to Team J**

For the simulator, I programmed all the visualizations that our simulator can support. Our simulator can present an image with the top, side, and front views of the blocks and drone in the simulator and save the image to a file. The simulator can also save a sequence of states (in other words, a path) as a video. I also assisted with general design decisions regarding the structure of the simulator when we were starting out.

I also designed and implemented the composite search algorithm, including the planner heuristic and the special rules that the planner uses for interacting with the simulator.

I wrote most of the presentation and did the talking. I created (almost) all of the visuals (even though none of the animations worked… oh well)

For the paper, I wrote the section discussing the composite search algorithm and the section discussing results. I collected the data used in our results section for comparing the greedy best first search to the composite search. I contributed to the conclusion section and a little bit of the introduction. I also did all the visuals for the paper.