Module Organisation

The above chart shows basic dependency between components in my model. I have gone for an object-orientated rather than a functionally orientated approach in grouping my functions.

Each module encapsulates the functionality that would be given directly by its namesake. This allows each layer up to take a further level of abstraction, until in the Main module, at the bottom the learner user can simply write:

m = Main()  
m.arena = Assault()  
m.chariot.start()  
  
for waypoint in m.arena.waypoints:  
 m.chariot.goto(waypoint)

If, then, they set Main.py to be run when the Pi is booted, or upon some other signal, set up the chariot in an assault course, and switch it on, they should be able to watch it make its way around.