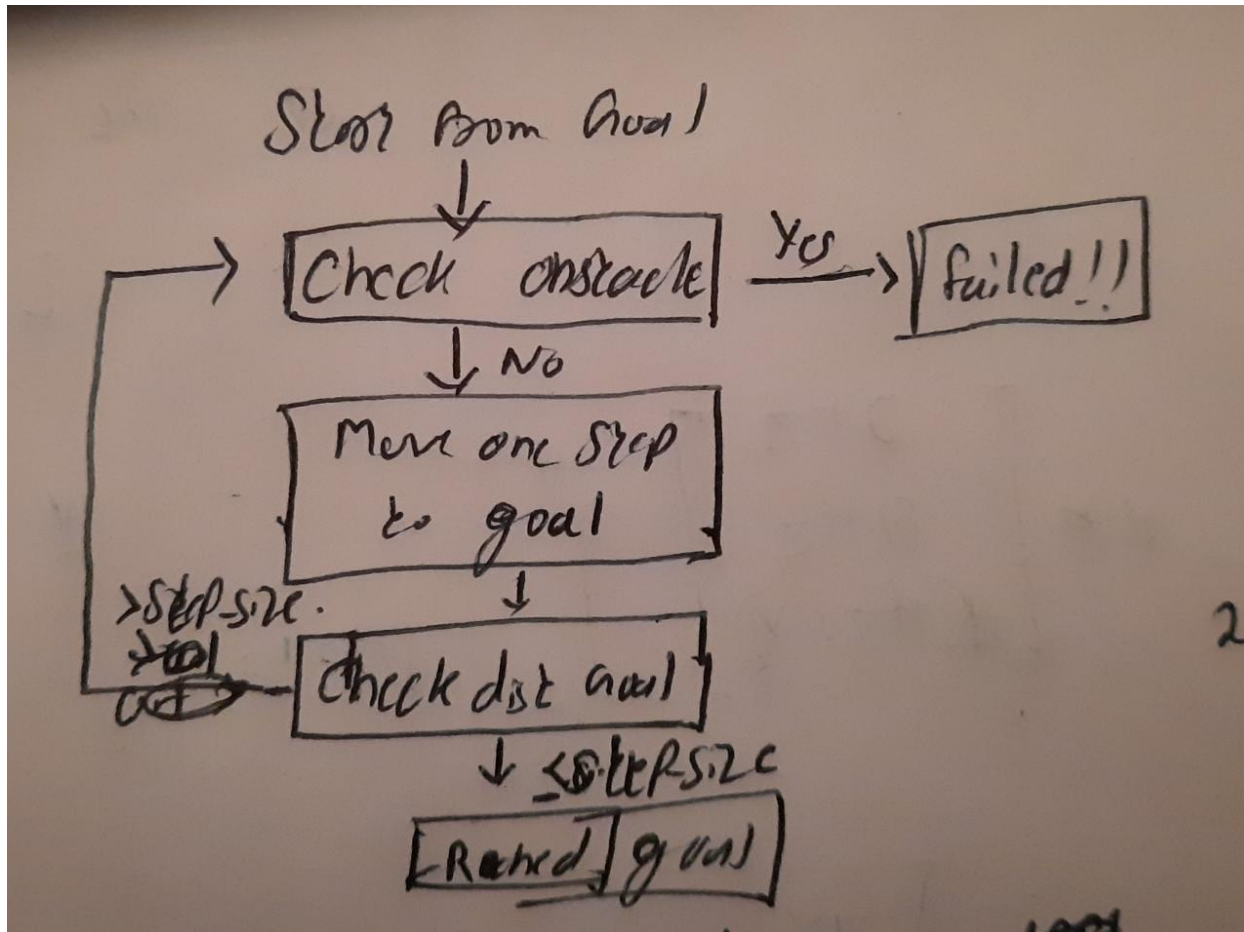


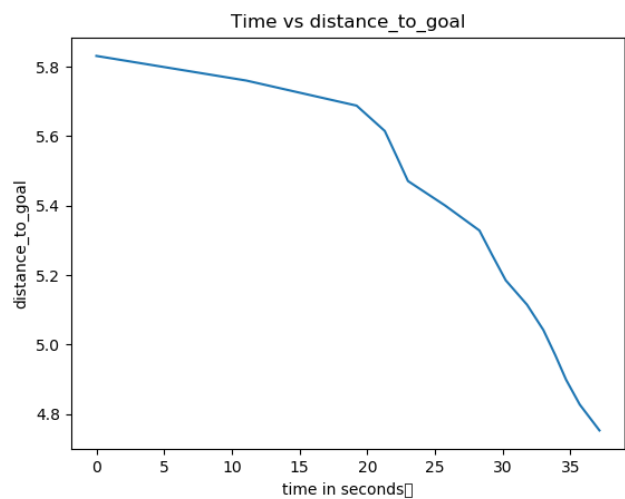
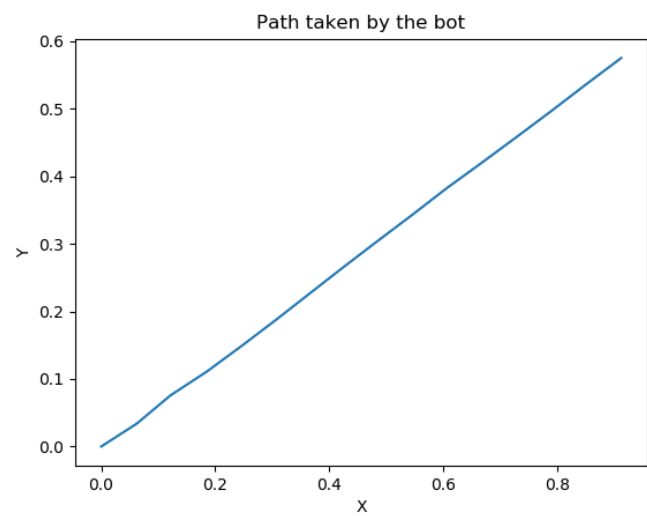
Flow of Bugbase:



To modify the above algo for Bug1 we need to add another block that describes what to do when encountering an obstacle. Whenever we hit an obstacle, the points where we find the obstacle is to be taken as Phit. then from that point, we need to go around the complete perimeter of the obstacle finding the point of minimum distance to the goal from any point on the perimeter of the obstacle. Once we have returned to Phit evaluating the distance to the goal we would know the point of minimum distance also, called Prelease. We then move from Phit to Prelease and then towards the goal. This is how we clear any obstacle while moving to the goal.

Bugbase and Bug1 were implemented and tested on a virtual world. The generated plots are shown in next page.

Bugbase:



Bug1:

