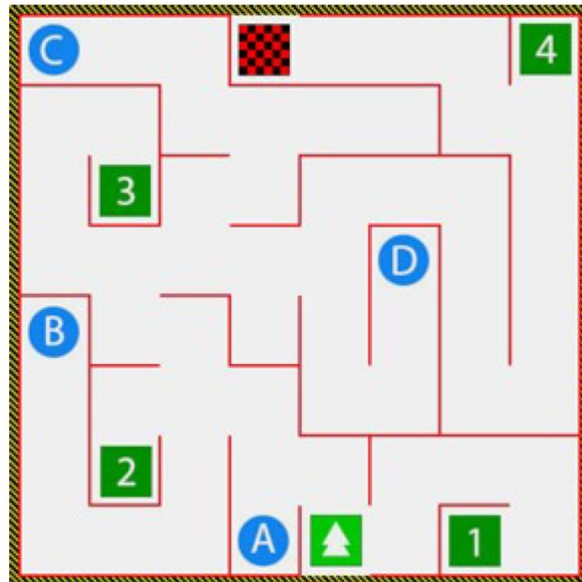


Fall 2021

CISC 1003 – Wall Following Program

We will be using the VR.VEX environment for our class: <https://vr.vex.com/>



Playground: Wall maze

Task:

Look at chapter 7 from the Elements of Robotics book and make a program that uses the Wall Following algorithm to get the goal (checker board) of the maze.

https://link.springer.com/chapter/10.1007/978-3-319-62533-1_7

Additional instructions:

Add a comment with your name (using the gray box) at the beginning of the program.
Place comments (using the gray boxes) in the program to explain what the program will be doing.

Submitting Projects/HW:

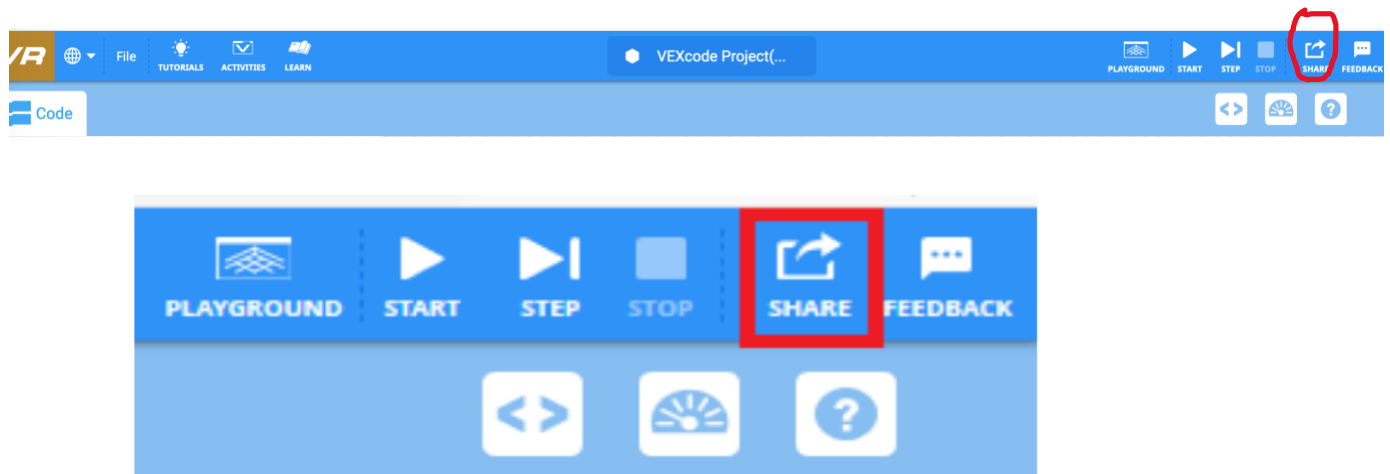
When submitting your assignments, please submit the following:

- PDF of the code
- VEXcode Project
- Screenshot of the playground after the program has stopped.

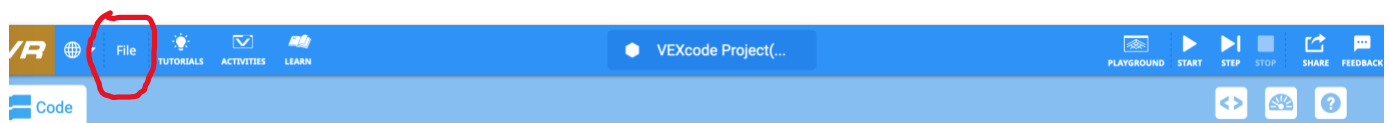
Your submission should include these three files, Name your document file using your Last name.Firstname and The lab name. E.g., Doe.Jane.obstacleavoidance.vrblocks, etc..

How to get these items:

- PDF of the code: share the code to get the PDF image of the program



- VEXcode Project: In the VEX code project go to: File, Save to Your Device



- Save a screen shot of the robot playground that showed what the robot after the program is complete:

<https://www.theverge.com/2019/11/8/20953522/how-to-take-screenshot-mac-windows-pc-iphone-android>

- Adapted from material by Prof. Lawrence Goetz