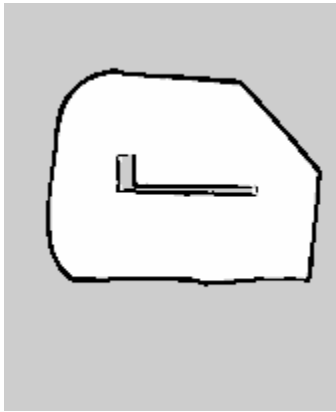
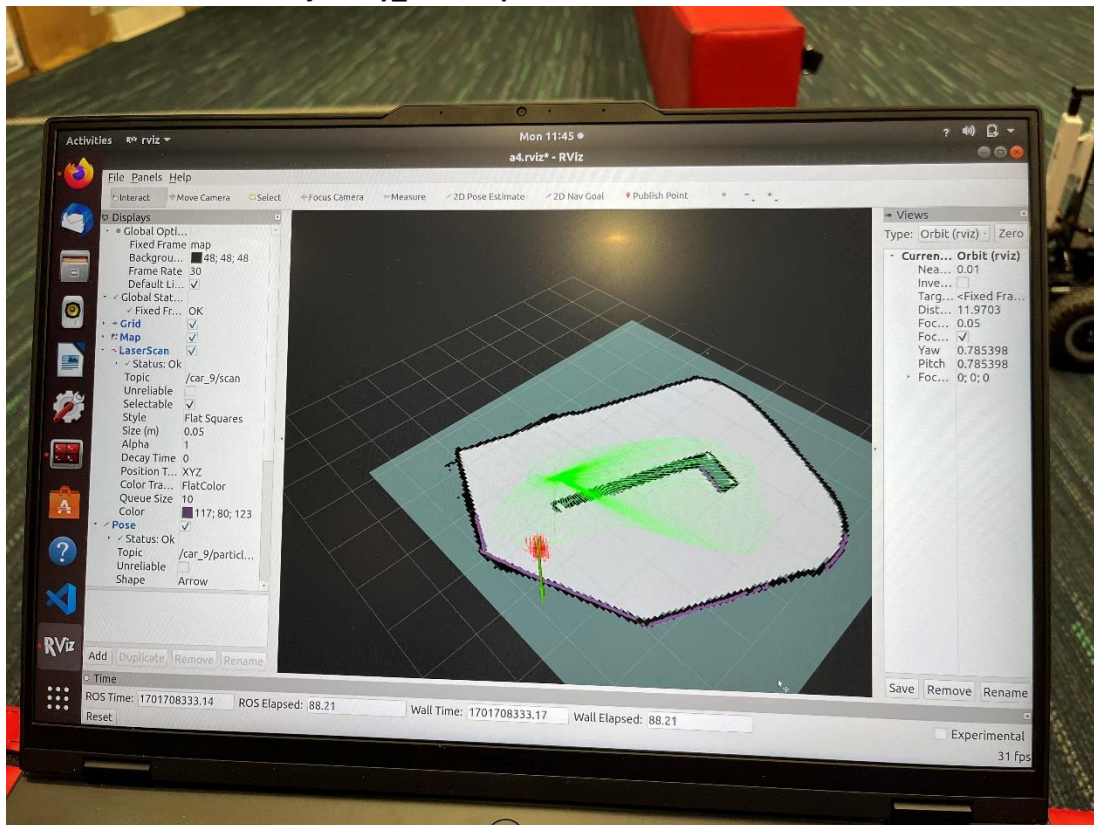


## Team 2 report

### Q1: map created with cartographer



### Q2: localized car with trajectory\_builder path



### Q3: lookahead\_distance

We found lookahead\_distance with trial and error. The initial value of 1.0 m worked well at lower speeds (20-30), but at higher speeds, we felt that the car wasn't reacting fast enough at turns. We then changed lookahead\_distance to be 1.5 m for 45 and 55 speeds, which worked well; any higher and the car would path into the inside barrier according to rviz, and any lower the car would react too slow and run into the outside barrier.