

Beacons ? = Constantly

Y

Move in
Highest Lux Direction *

Receive IR

Stop, Receive, *
Retransmit

C

Turn 180 °*
> Jump

!C

Try Twice

Move
Closer

+1

Y
Flag
N

Recenter w/
Beacon *

Y
Flag
N

Multiple Sensors, Same Lux

Obstacle Hit

Obstacle
Sensed

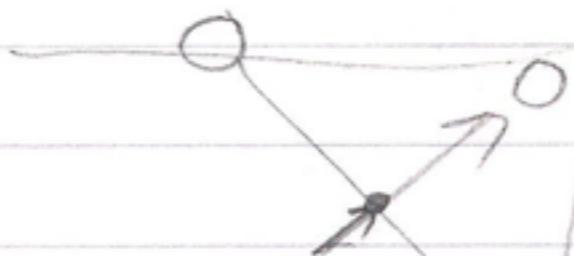
Back Up *

Obstacle
Avoidance *

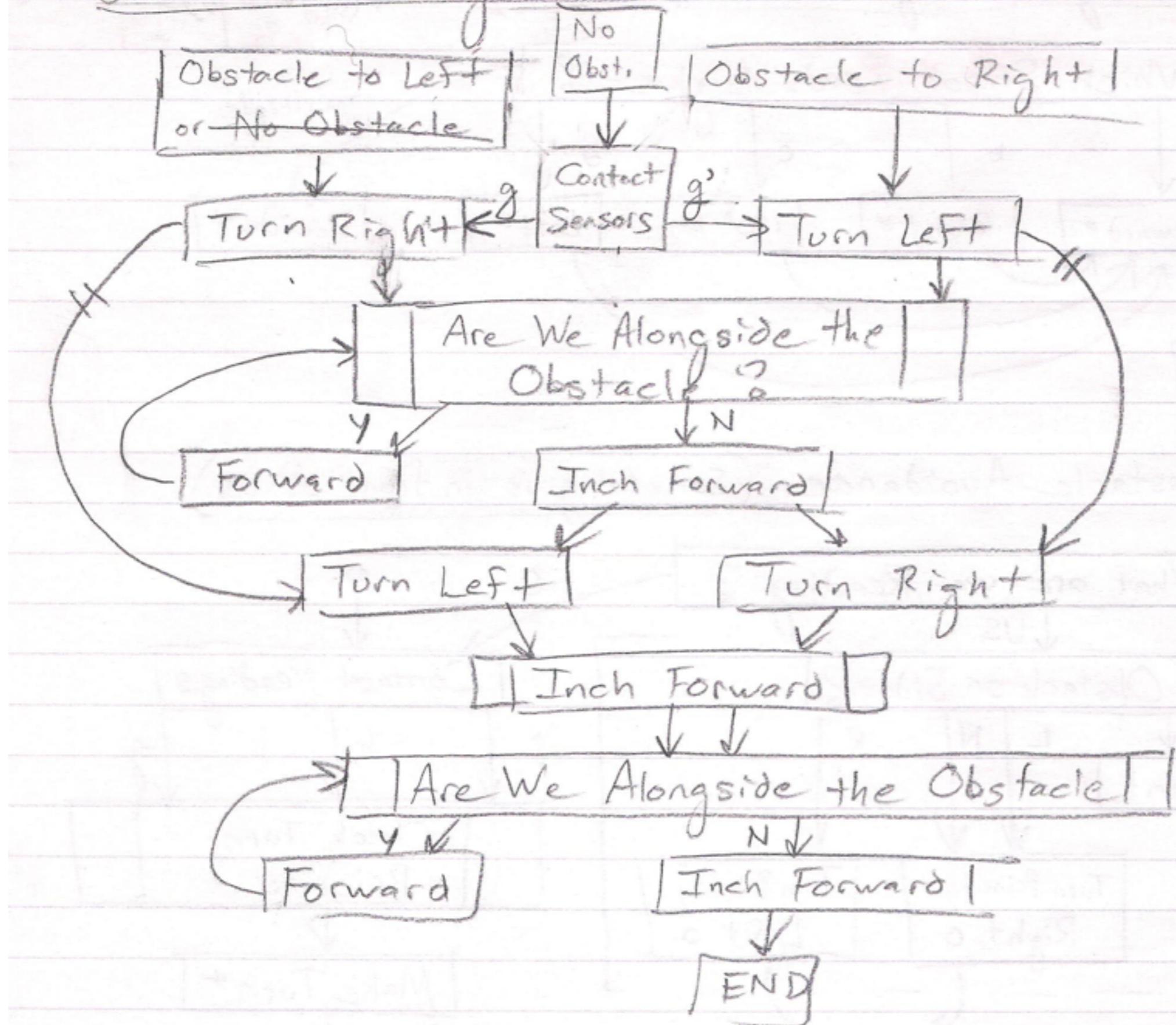
Light
Decision *

Do Something
Else *

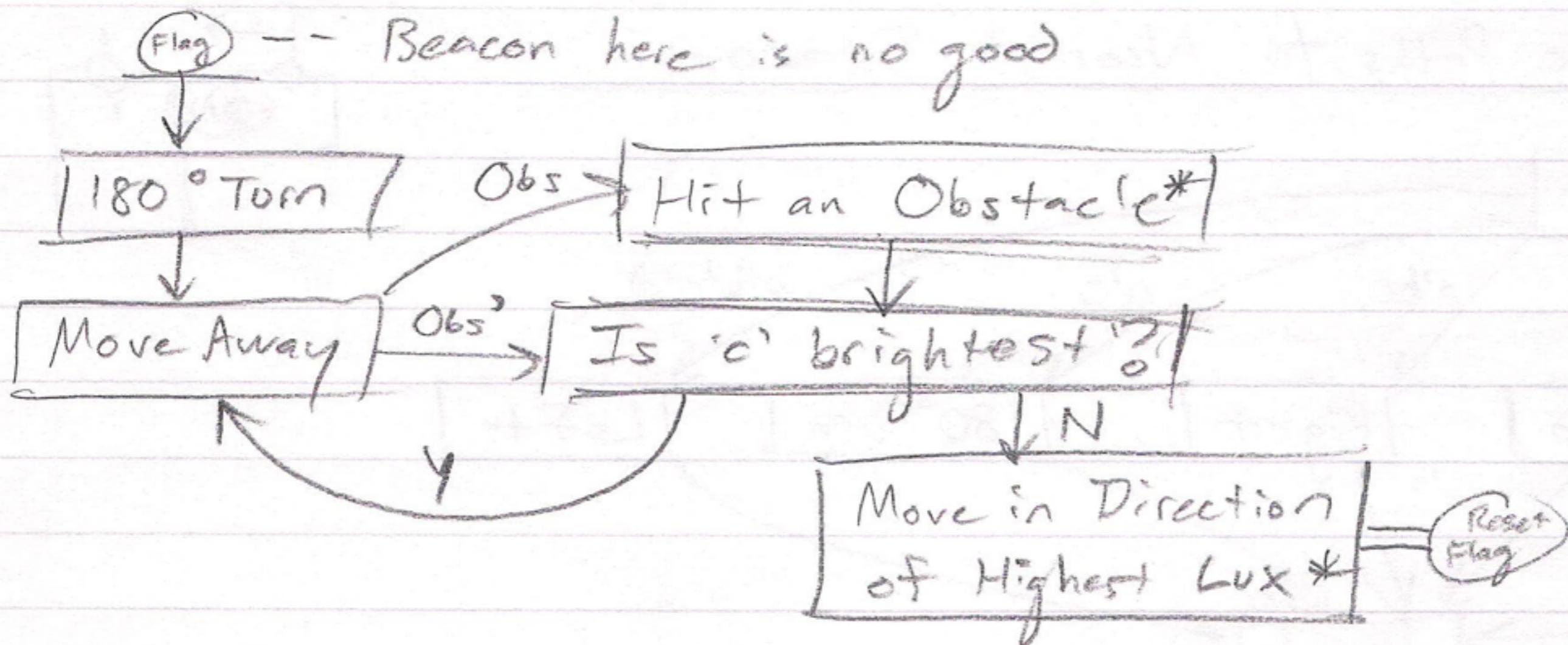
D₀, D₁, D₂



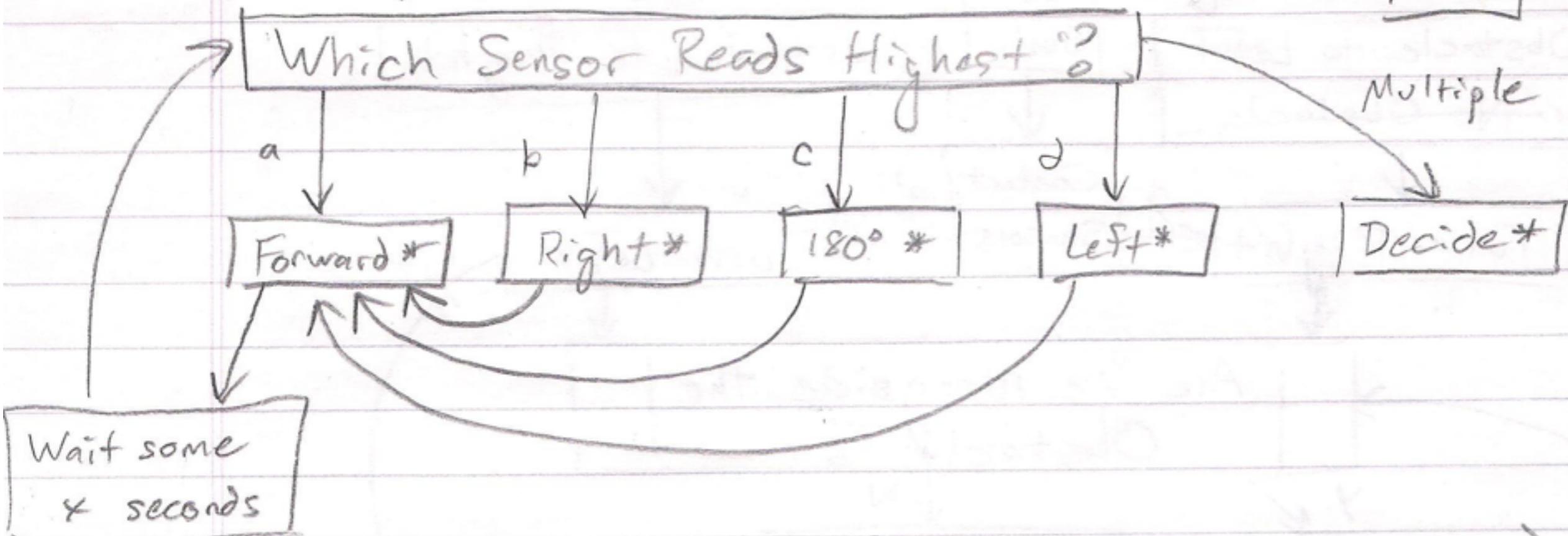
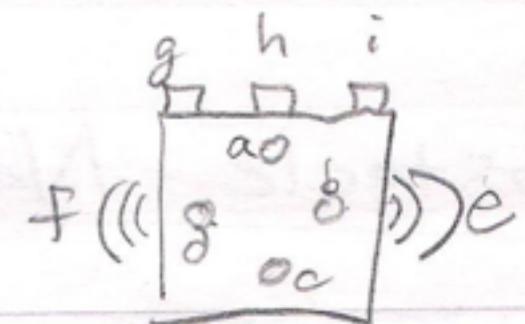
Obstacle Navigation



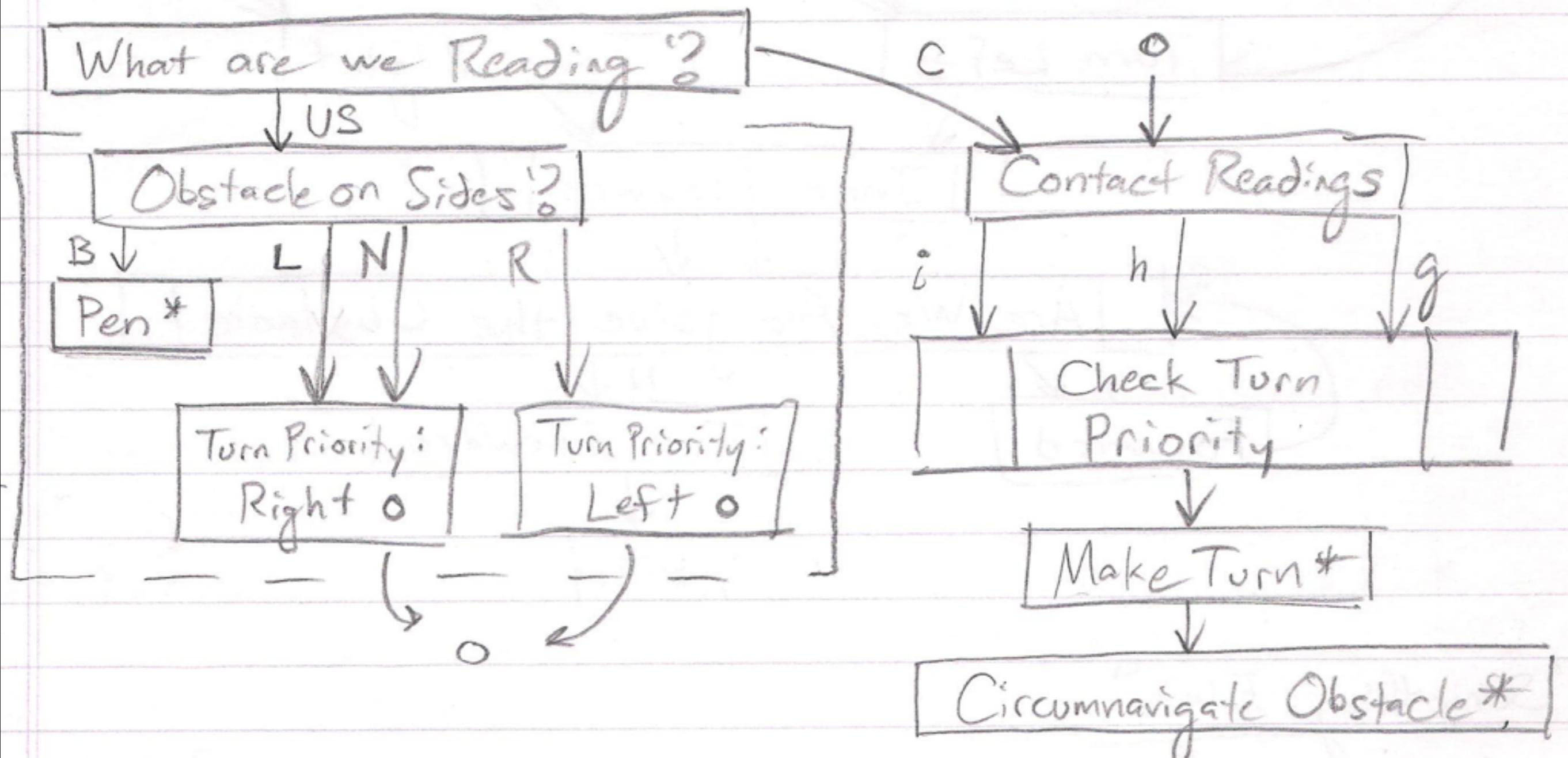
"Something Else"



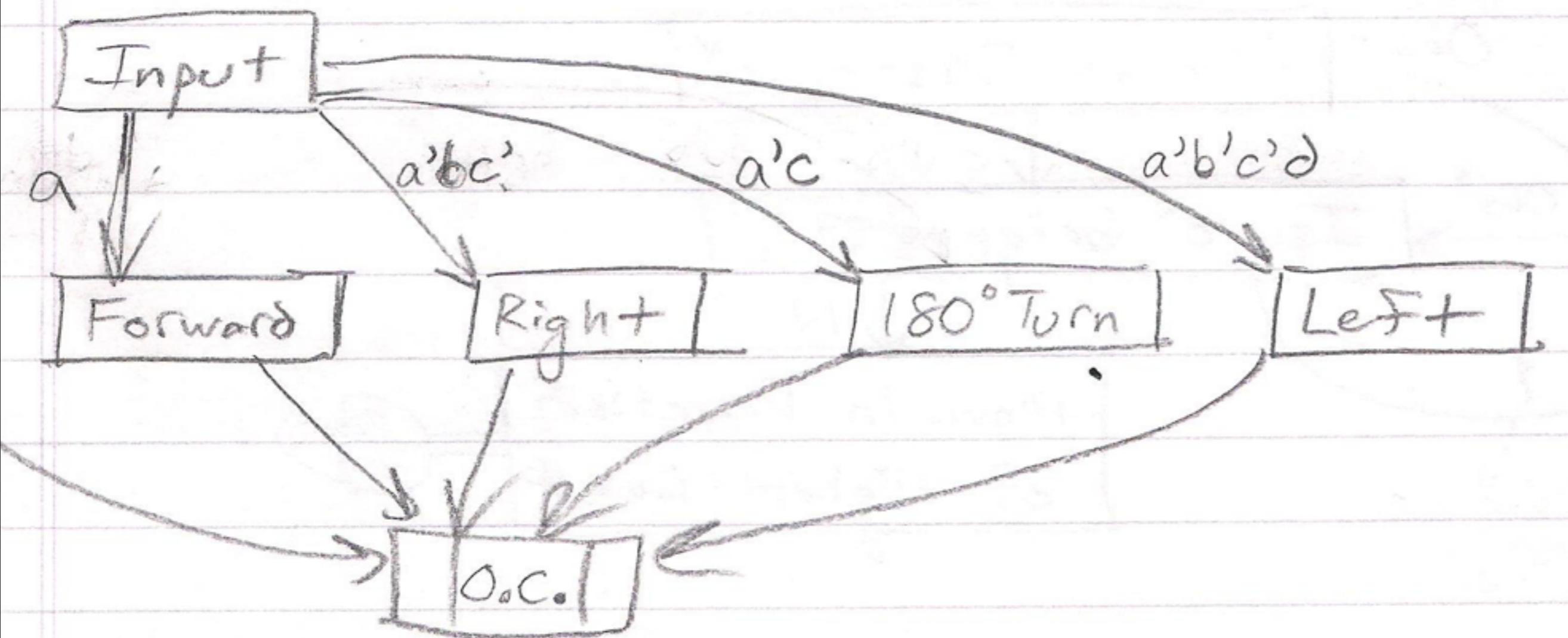
Moving in Highest Lux Dir.



Obstacle Avoidance (Something is in front of us)



Multiple Paths to Nearest Beacon



Re-center With Beacon (After trying to transmit)

