

Basic AIBO Soccer
CS4631 Project 4
Due At Tucker Balch's Office at 5PM Friday
April 30

April 21, 2004

1 Overview

For this project you will program your AIBO to navigate back and forth between two points reliably. To help the robot we will place several landmarks in the environment (see figure). You may use the landmarks however you like to solve this problem

Your robot will be placed at $.75, 0$ facing in the $+Y$ direction. Once it is started the robot should automatically walk back and forth between the starting position and $.75, 1.5$ three times. After it completes three "laps" we will measure its distance from the start. This distance will play a major part in your score (closer is better).

2 Deliverables

Write a short description of how you programmed the robot to score a goal. Which sections of code did you modify? Append the new code to your hand in.

Include a description of the responsibilities for each member of your team. It is OK if on this project one team member did less than the others, but be sure to note that this person will have more responsibilities for the next assignment, or had more responsibilities on the last assignment. In any event, all team members should understand what was done to make the code work.

Demonstrate the scoring code to your team leader. Ask your team leader to write a short description (one or two sentences) of how well your code works. Have him sign it and staple it to your hand in.

Good luck!

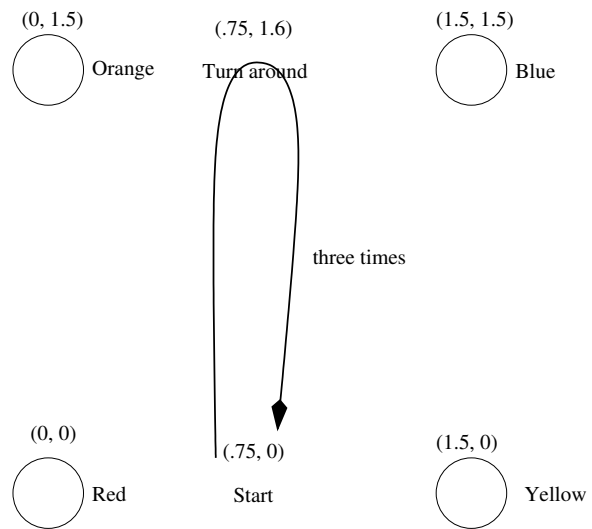


Figure 1: Locations of landmarks.