



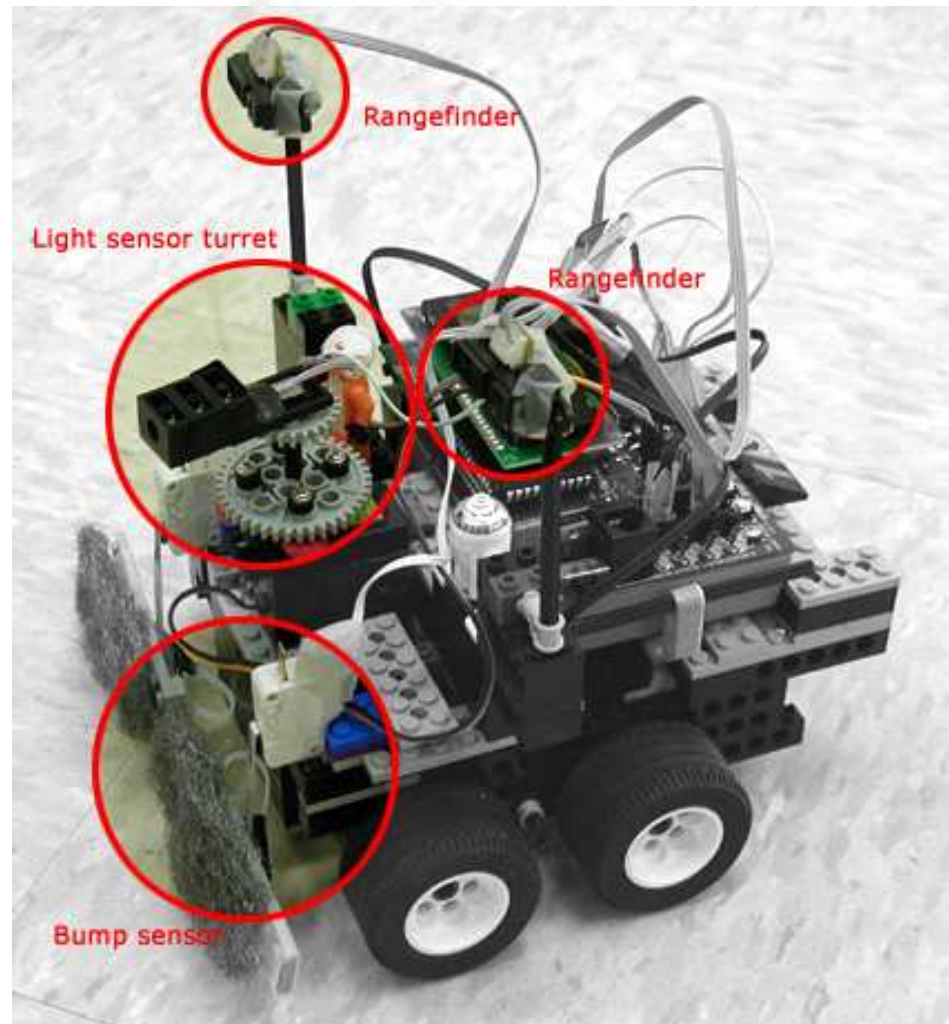
# Project 2:

Group 10:

Amit Maole, Brent Eskridge

Klo Utley, Tony Lopez

# Hardware



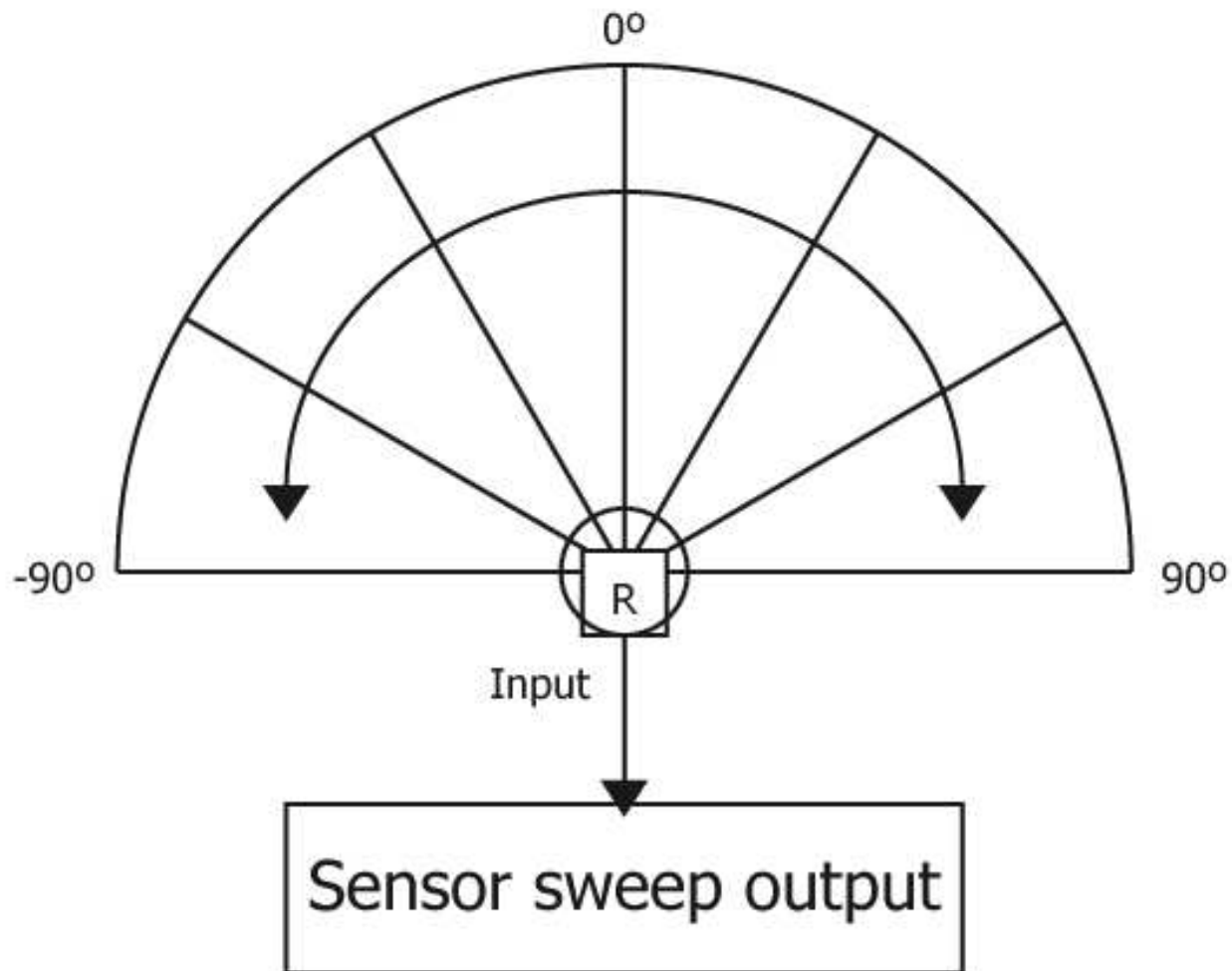


# Software System Architecture

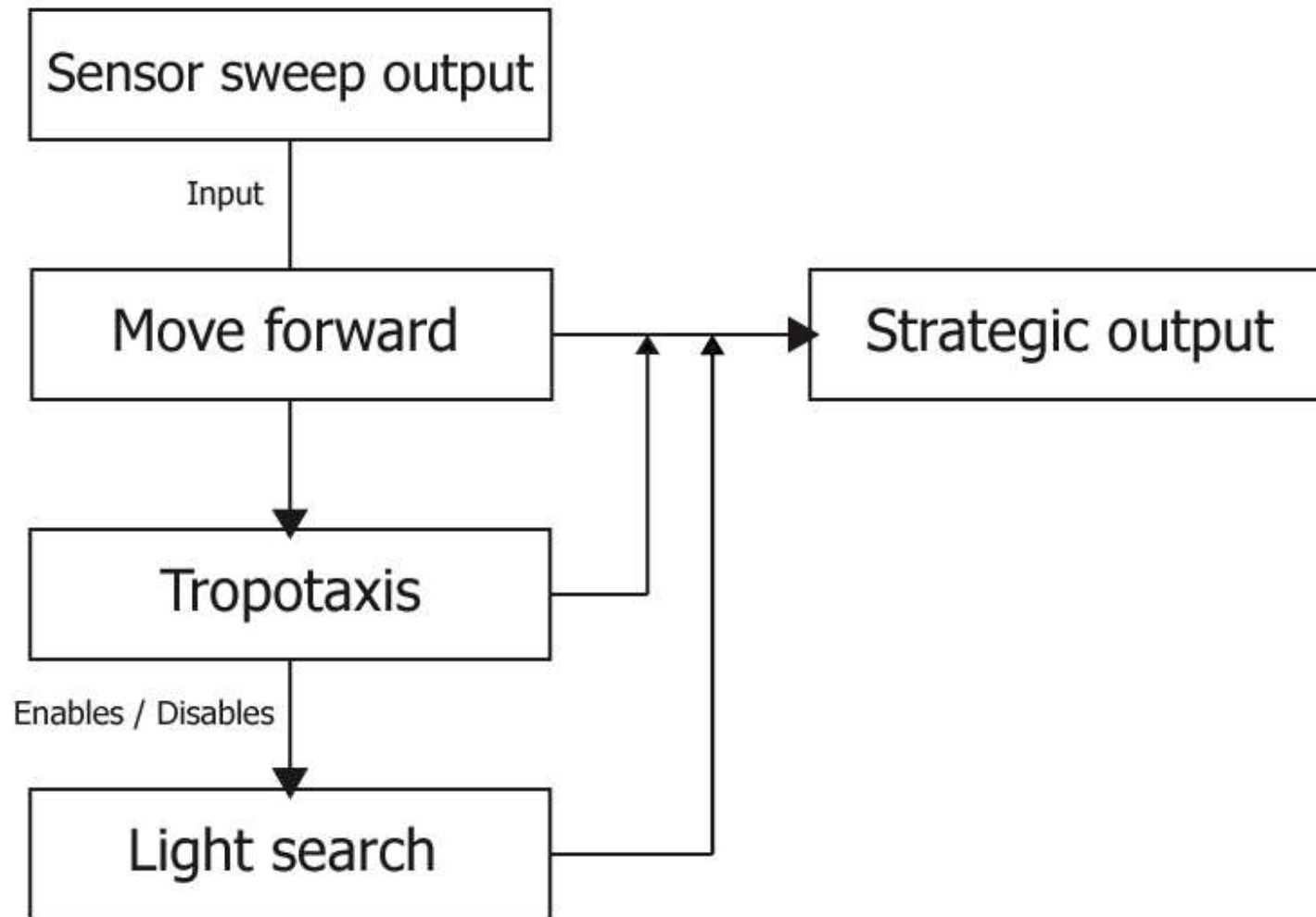


SFX Architecture

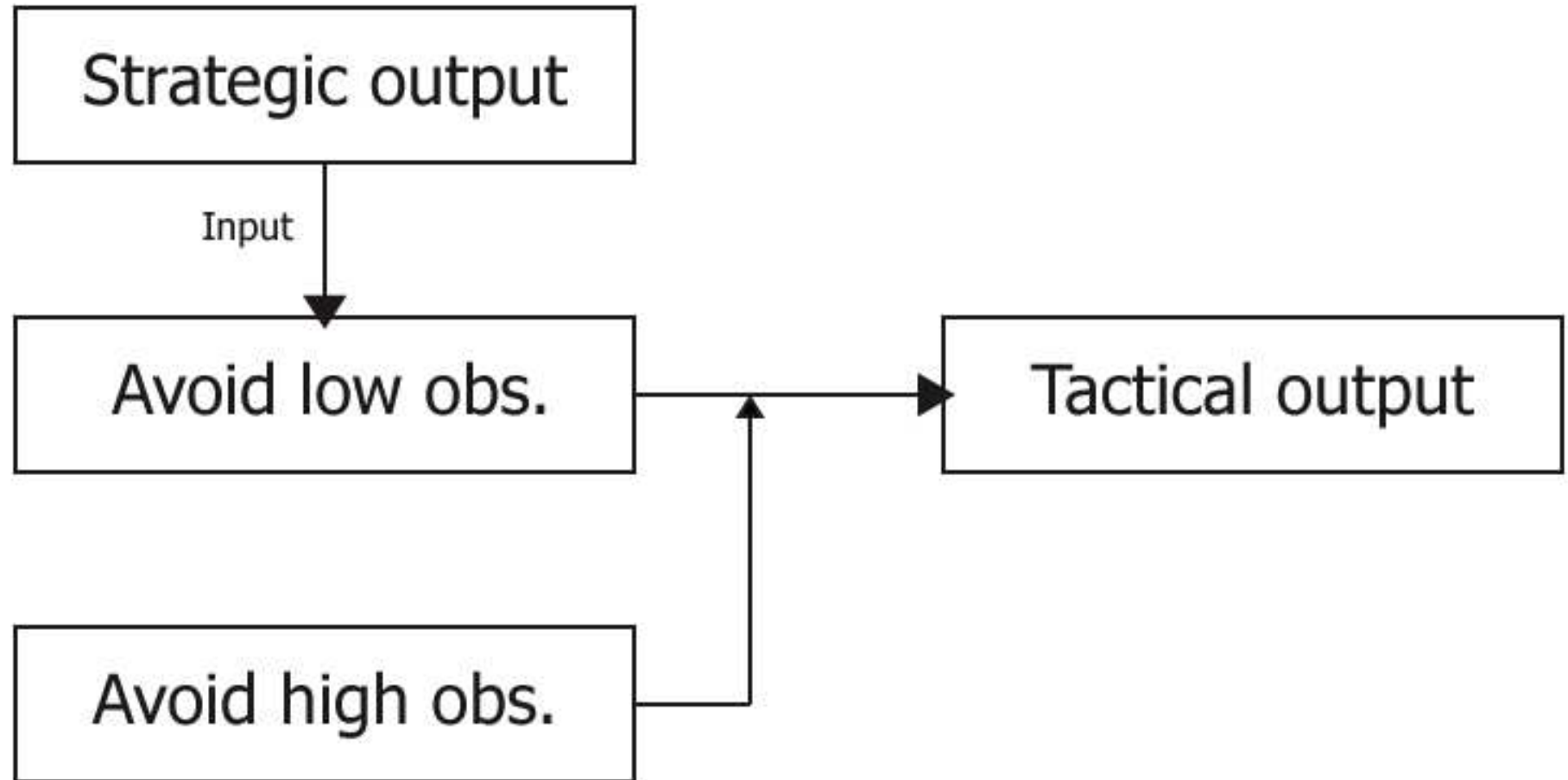
# Sensor Sweep



# Strategic Behaviors



# Tactical Behaviors





# Software Lessons Learned

- The frequency of turns in the light search behavior was too high.
- Simplicity in design is more important than flexibility in design.
- Adding a certain amount of randomness can eliminate some cyclic behavior, but it is still easy to get into such a situation. Fixing it adds quite a bit of complexity to the design, which can introduce other problems.



# Demo Results

- Demo 1 – 0 Lights
  - Demo 2 – 1 Light
  - Demo 3 – 2 Lights, Bucket, 1 Light
  - Demo 4 – 3 Lights
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