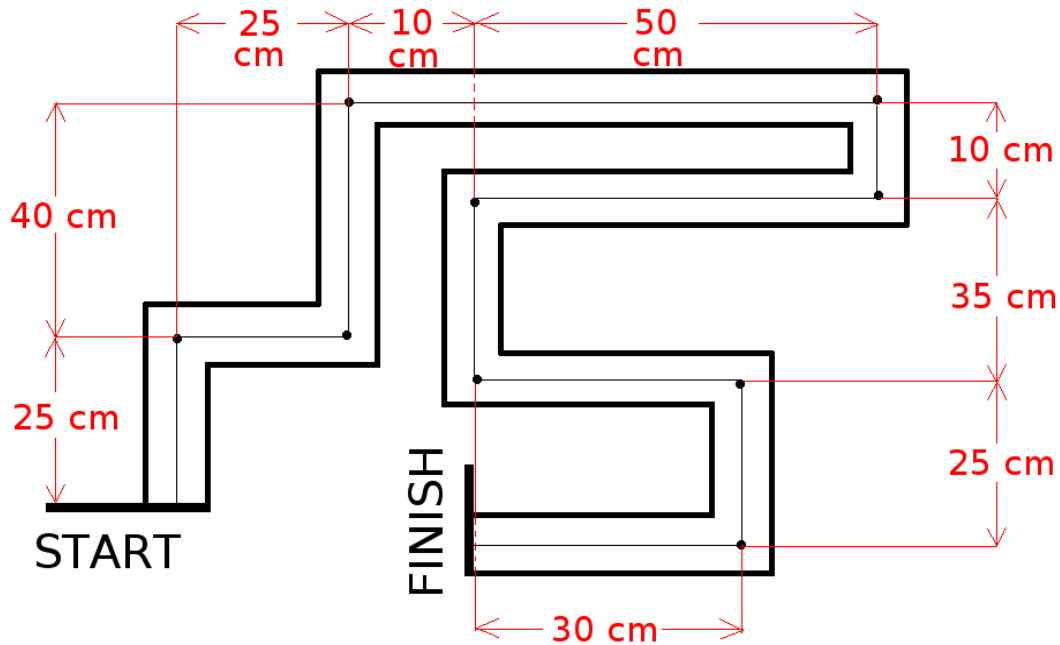


Challenge 2

Introduction to Robotics
Instructor: Michael Wolf
Jeremy Ma

Robot Localization

You have been given a blueprint of a race-course in which you will be competing in:



You must first build and design your robot race-vehicle entry. Once completed, you will be allowed to enter the race and your performance on the race will be judged by two metrics:

- 1) end distance to the final location (i.e. where the robot ends up from the goal)
- 2) time of travel

Requirements:

- Trace the path traversed by the robot from start to finish using the colored pencil/marker given to your team. This can be fixed to the robot and dragged or implemented into the overall design by some other means.
- The robot must stop at the finish line to indicate it has arrived at the desired goal location.