iRobot Tag Challenge

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Our challenge was...

- To program iRobot to play tag using MatLab
- To keep iRobot within the taped arena
- To count points by number of beeps
- To develop a winning strategy
- To be completed by using cliff and bump sensors
Write Note

DRIVE

Check Cliff Sensor
- NO
- YES Turn Angle

Check Bump Sensor
- YES Beep & Turn
- NO

DRIVE

Beep & Turn
Problems & Solutions

1. Staying within the Arena
   - Check signal strength of cliff sensors
   - Use 2 out of 4 cliff sensors
   - Use moderate speed
   - Make boundaries thicker

2. Beeps
   - WriteSong VS BeepRoomba
   - Note vectors
Problems & Solutions

1. Technical Difficulties
   - Write reestablish connection in program

2. Stopping ZIM
   - Manual StopCreate VS Wheel Drop
   - The “while” loop