

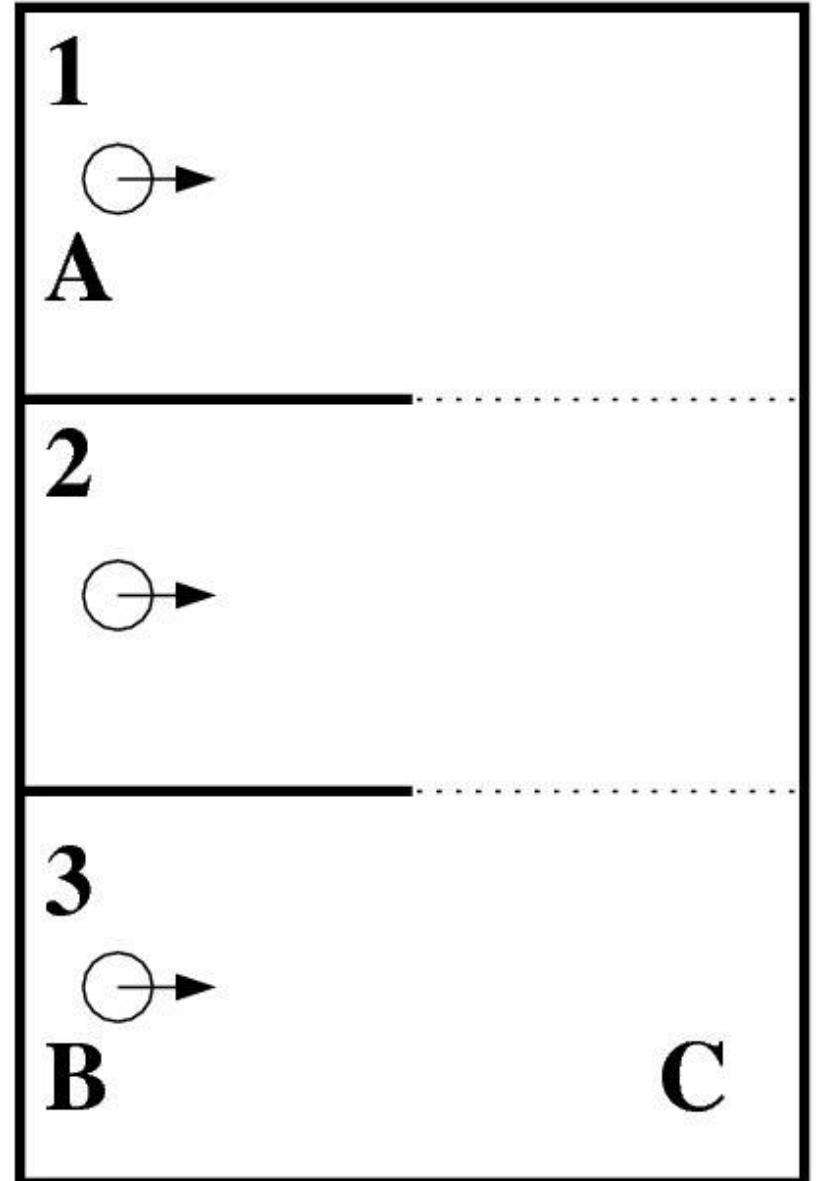
Project 10:

Finite State Machines II

Project 10

Starting: 1, 2, 3 with indicated orientation

- Craft will not be told which starting location it is in

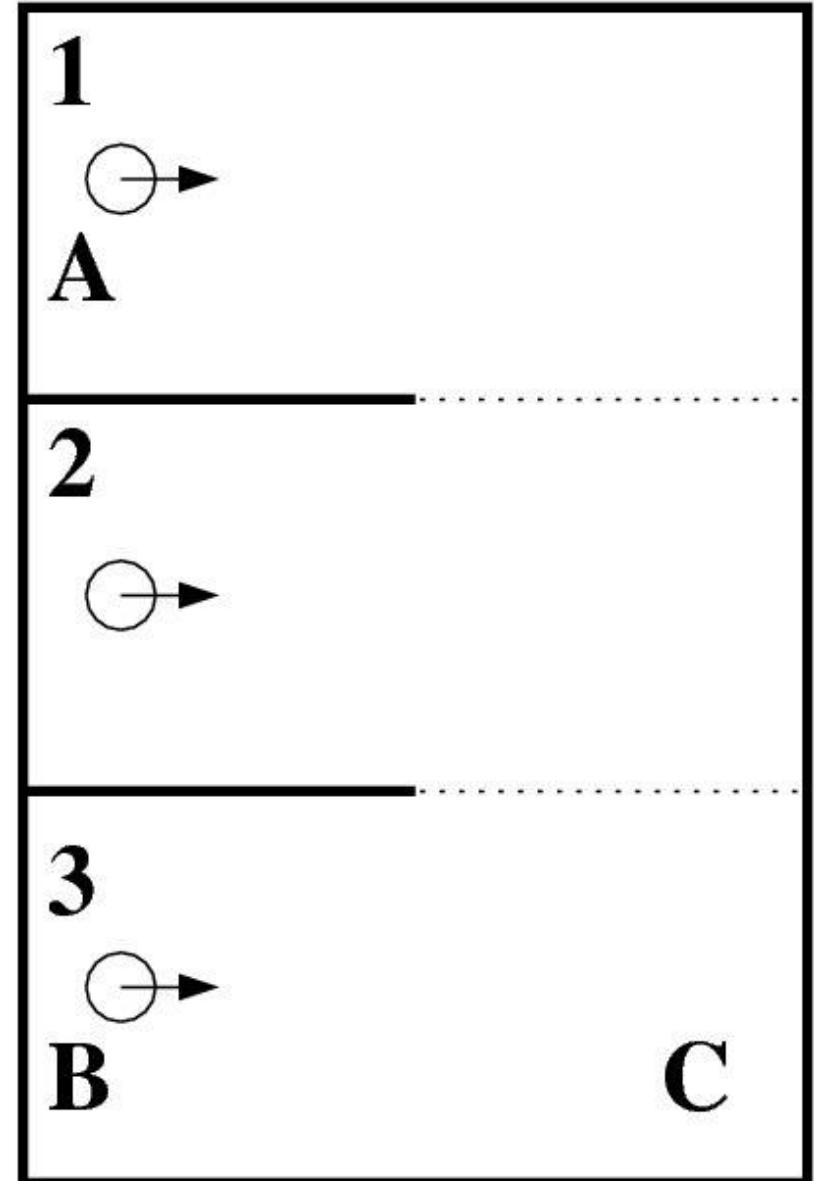


Project 10

Task phase 1:

- If starting in 1, navigate to B
- If starting in 2, navigate to B
- If starting in 3, navigate to A

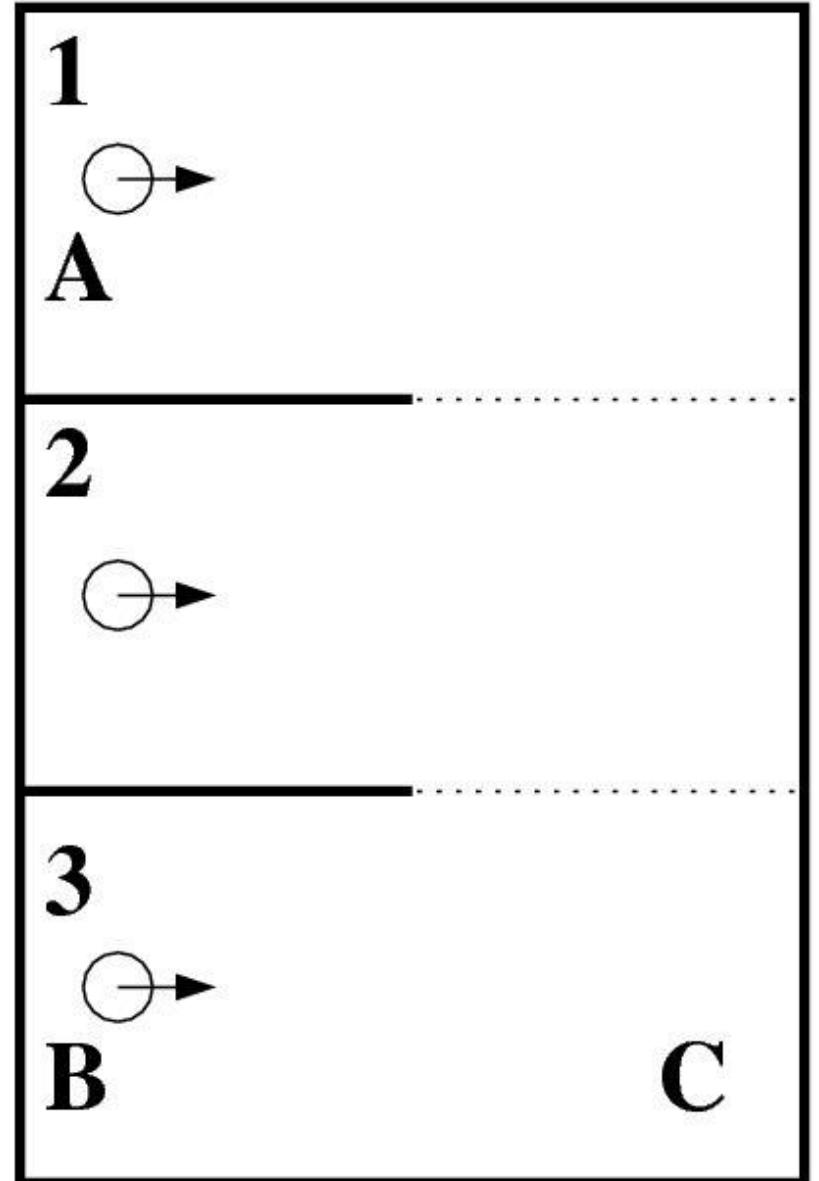
End point: can stop anywhere within 2 feet of the indicated hallway



Project 10

Task phase 2:

- If switch state is 0, navigate to A
- If switch state is 1, navigate to C



Notes

- Implement and test the FSM incrementally
- You can test your code while holding onto the craft
 - Person holding simulates the sequence of movements
- Consider turning your lateral fans so that they point toward the midline of the craft (better rotational control, with less forward acceleration)
- Middle fan thrust should be such that your craft is still dragging a bit on the ground
- Evaluator will give gentle “nudges” to crafts that are stuck against a wall

Notes

- Keep your batteries charged
- Use some states to “burn off” excess momentum

Deadlines

- Project due: Thursday, May 5th
- Code review:
 - Ideally it is done by May 6th.
 - Be prepared to check in your kit

Next Time

FSMs continued...