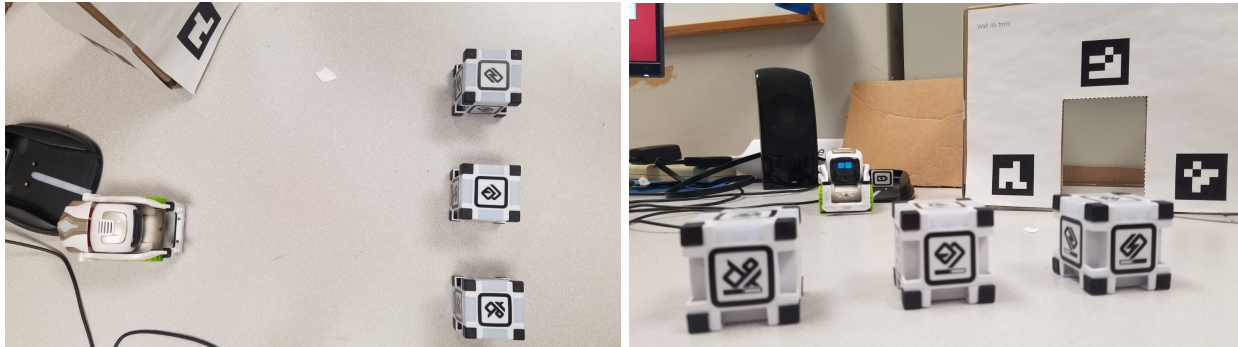


HW 5 Report -- Elizabeth Fulton and Madalyn Arcurio

Success or Failure:

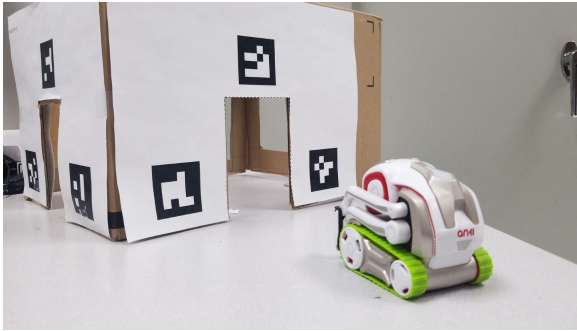


As shown above, we lined up the cubes in the approximate location that he was trying to go (at about (300,50)). When we did this, Cozmo would say “Sorry, can’t find a path there.” This response in simple_cli as well as his world view during this are shown below.



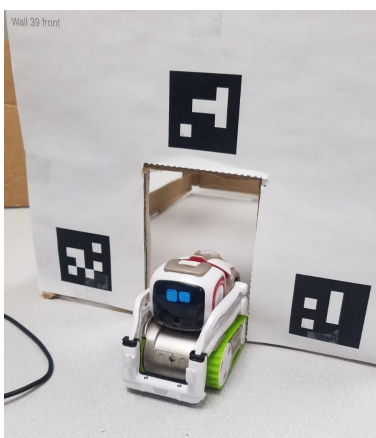
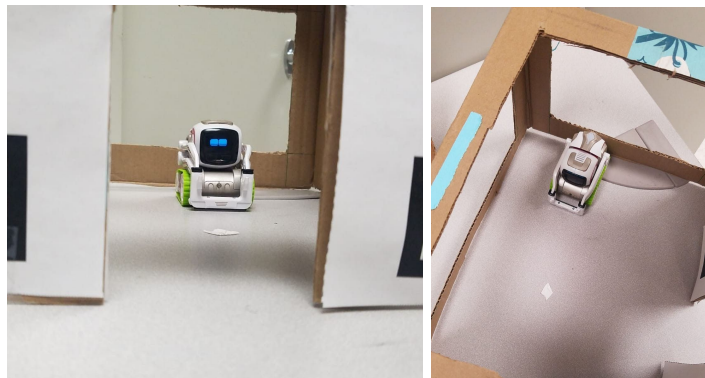
Exploration:

Cozmo looks around for doors by a combination of turning and backing up (to ensure he can see doors even when put too close to them).



We can initialize him outside of the house as shown here.

He then will enter the door and look around for another door, similarly backing up and turning in a circle slowly. He doesn't go back through any previous doors he came through already.



Then, after he notices a new door, Cozmo drives through this next one and continues his search for new doors to drive through.