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
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…