

COSPACE SUMMARY SHEET

COSPACE ROBOTICS

OPENING THE AI PANNEL:



Make sure the 'practice' tab is selected

Open the AI window

RULES SUMMARY:

Objects - collet to gain points



To Collect: stop for 3 seconds, flash LED (LED = 1)

- Objects on blue areas are worth double
- For each set of red, green and black objects deposited in one go, there are bonus points
- A robot can only carry 6 objects at one time.

SAVE, BUILD, LOAD & RUN



1. **Save** your project

2. **Build** your project

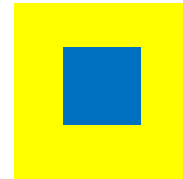
Now close the AI window



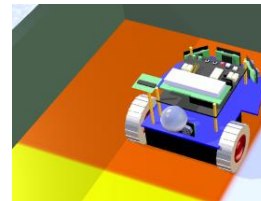
3. Load onto your robot (choose between the red or blue robot), make sure you select the .dll file

4. Start your program running!!

When you are finished, press the stop button:



Traps - if either of the colour sensors detect the blue trap, all objects being carried are lost. These can be any shape/size.



Deposition areas - if either of the colour sensors detect the blue trap, all objects being carried are lost

To Deposit: both colour sensors must detect the orange. Stop for 3 seconds & turn on LED (LED = 2)

Teleport- you must teleport to World 2 between 3-5 minutes. Successful teleportation is rewarded with 100 points.