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Scan and Charge + Claws Algorithm

1 Ultrasonic Sensor and Claws



Scan and Charge + Claws Algorithm

Check Ultrasonic

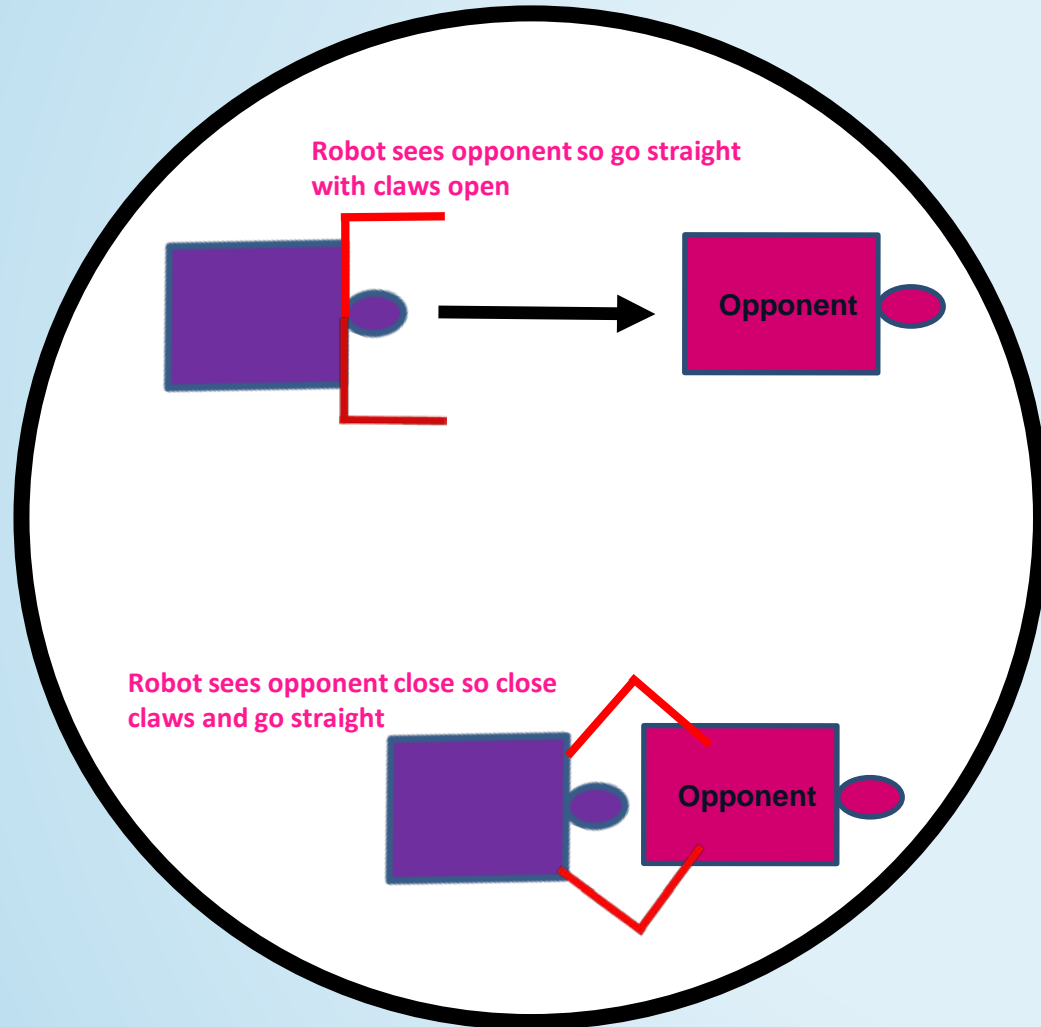
IF opponent far

THEN charge with claws open

IF opponent close

THEN charge claws closed

ELSE Scan (turn)





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