The Maze Navigation Problem

• Build an autonomous Robot that can navigate a maze, and “learns” the maze to find the fastest way to go back to starting point.
  ➢ Using different sensors, the Robot must
    ➢ (1) find its way from starting point (a black cell on maze) to destination cell (foil).
    ➢ “learn” and “remember” the correct path on its way
    ➢ (2) find its way back to starting point without making any wrong turns

• Objectives:
  ➢ Work in teams
  ➢ Build a fully autonomous, “intelligent”, Robot with no human interaction
  ➢ Integrate different sensors into the solution