



CS 001 Fall 2006 Final Project Presentation: Robot Maze Navigation

Fall 2006



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, work with different sensors
 - Develop Problem solving skills

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