

## Colony - Task #1570

### Implement Intersection Behavior

11/08/2010 07:28 PM - Ben Wasserman

<b>Status:</b>	Assigned	<b>Start date:</b>	11/08/2010
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Ben Wasserman	<b>% Done:</b>	30%
<b>Category:</b>	Traffic Navigation	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b> This ticket is to keep track of the entire Intersection Group. Post comments on progress as it happens.  Subtasks are: Wireless reliability - Ben Collision Avoidance - Willis, Alex Z Line Following Implementation - Jeff, Dan J (honorary member of group) Police Bot - Joseph Determining turn directions - ?  People to be assigned jobs: Priya, Jeff			

#### History

##### #1 - 11/08/2010 09:34 PM - Ben Wasserman

Reliability: Ben, Vinay  
Collision avoidance: Alex L (not Alex Z)  
Determining Turns: Priya

I also made a bit of progress starting to implement pings, but doesn't do anything to actually fix things if a robot disappears. Dan and I also tried integrating his code into the main function, but it failed. Not sure if it was his code, or my code, or both.

##### #2 - 11/12/2010 05:13 PM - Alexander Lam

Collision Avoidance: We have a scheme & data structure for doing this, just need to have people check it for stupidity and code it.

##### #3 - 11/18/2010 09:07 PM - John Sexton

- % Done changed from 0 to 30

Individual components are coming along nicely. Still need to integrate and test.

##### #4 - 11/19/2010 04:57 PM - Jeff Cooper

Jeff switched away from line following (that's Dan's thing) and into intersection databasing with Priya. Made good progress, see SVN log. To create an intersection information block currently, just add (or bitwise OR) one of the INTERSECTION\_<types> with an entry point, defined in validTurns.h

Separated the turning #define's from the intersection-classifying #define's.