FAQ – SEK 2017/2018

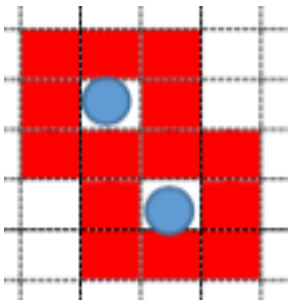
1. Once such a module will be at a level above ground, is there a physical barrier (wall) along the streets that prevents the robots from falling? If yes, what specifications?
   R: There are no walls around the streets or at bus stops and the street is level up more than 5 cm from the ground.

2. What happens when the robot exits the stage?
   R: It will be considered a restart and the robot should be placed again at the entrance of the streets. The restart required that the robot begins from the start cell.

3. Is there any ID on the street for the stops? Is there any pattern on the side where they will be? Will they always be between two intersections, or can they also be on dead-end streets?
   R: There is no identification, besides they contain people. The stops are between intersections; therefore, those are placed in the correct path.

4. How many individuals will be scattered throughout the module? How many can be found by stopping?
   R: The amount of people is not fixed, but will be the same throughout the round, i.e. all teams will have the same number of dolls per round.

5. Is there a standard spacing between them?
   R: As in the rule of 2016, one doll is 10cm from the other.



6. It is not so clear the order in which the three lines on the ramp should be colored.
   R: Like the rule example: {red, blue, green}

7. It seems to me that the construction of a scenario where the connectivity and the length of the streets is reconfigurable in each round will be extremely complicated. In this sense, I would propose that the only dynamic element in each round is the assignment of the color pattern over the intersections.
   R: It lets the scenario less complex. So, before starts any round, all teams will put the robots into a parking and they cannot be touch until the round's end. The arena will change between rounds for everyone.

8. Is it possible to change the program after calibration?
   R: No.

9. Can you define the meaning of each color via the CLP button?
   R: No.

10. Are you going to have a pre-match warm-up? If yes can you change the CLP program? And on restart?
    R: No.

11. Is it possible to have more than one color for a single direction?
    R: No. By the rule a color has a single direction during the match.

12. How's the stop? Will the stop have walls? Will the streets have walls? If not Will there really be a fall by the side of the streets?
    R: The stop is just a retreat in the street. There will be no walls in any of the streets or parades. There will be the step caused by MDF. Only there are wall in the plaza. The height of street over the ground is at least 5 cm.

13. Is there a doll position in the stop? How many dolls do you have in each stop?
    R: The amount of the doll will be defined in the round and will be the same for all

teams in that round. I will insert in the FAQ, but wait for the disclosure, I want to keep the distance rule from last year.

14. After leaving people in the plaza, can I position my robot in the beginning?
R: No, the robot must continue autonomously. If you prefer to reposition it will be counted as a restart.

15. "Only one robot per team is allowed" means that I can only use one robot during the entire competition? Cannot have a backup robot if the first one fails? Changing the clp from one robot to another can fit as maintenance of past competition if two robots are not allowed?
R: The team can have as many robots as they need, but in the arena only one robot is allowed at a time and the robots allowed to compete in the round are the robot placed in the restricted area before start the round.

16. What happens if I knock down a doll on stop?
R: The doll is lost.

17. Is there any problem in a part of the robot getting off the street or stop while he walks?
R: Yes, this is like street in town. If the car walking off the street is a situation of risky for people. You must restart.

18. If a 15 cm closed robot expands 15 cm to the right and 15 cm to the left, but not at the same time, does it still fit the rules?
R: No problem with that.

19. "The relation between colors and directions is not known to the robot. Initially, the robot will have to explore different directions." By learning the relation between colors and correct directions, it will be able to improve its decisions when encountering the same color in the Future ", it seemed to me unviable to control if a team will use a learning algorithm. A team can simply tell you what to do when you

see a color.
R: This is a team strategy. The colors did not always follow the same pattern between the rounds.

20. "The robot must be able to pick up four people, take them to the town square and drop them there. Once it drops all current passengers, it can go back to pick up more." If some puppet stays inside the robot and he follows the routine to get more passengers, will it be a mandatory restart?
R: No. The robot can carry 4 dolls at a time, if it stays with dolls in it will only decrease its capacity. Only if it exceeds this amount will you be prompted to restart.

21. About negative score. Once a robot that stands still and does nothing wins when another tries to solve the challenge and miss loses. A "solution" found was that there was no negative score, that is, the minimum of points is 0, but if you score positive and lose later, you would only have one advantage over the tie.
R: In the competition, not necessarily, there will be matches with a winner. The competition can be done through running points. However, the minimum score will be 0 points in the round for the team that cannot score any points. To avoid robots without moving, after a certain time stopped the team will be asked to maintain or abandon the race with 0 points left. The judge can decree that the robot is doing nothing, and then require that the team must restart or abandon the round.