



Rescue Simulation SuperTeams

Prolog

The SuperTeam competition will be held in a different environment that differs from the normal working branch and has some additional features.

The environment can be downloaded here:

<https://gitlab.com/rcj-rescue-tc/erebus/erebus/-/archive/supertteams2022/erebus-supertteams2022.zip> (*This environment is exclusive for SuperTeams competition. The regular competition is still based on regular Erebus.)

Unzip the folder and use it like the normal Erebus installation.

General Setup

1. There will be 2 nearly identical fields next to each other, e.g. wall layout will be the same.
2. On each field, a robot will be placed that will have to perform tasks depending on each other.
3. For both robots, there is a start and an exit tile.
 - a. Exit tiles will be normal checkpoints.
 - b. Robot 1/ Field 1: Starts on the starting tile and exits anywhere in the field.
 - c. Robot 2/ Field 2: Start is at the position of Field 1 exit tile. Exit is at the equivalent location of Field 1 starting tile.
4. Both fields will have swamp tiles that are placed at the same locations.
5. In Field 1 there will be additional black tiles, which are not present in Field 2
6. There won't be a division of areas 1/2/3 like in the normal competition. Half-walls and curved walls can be placed anywhere.

7. Neither lettered victims nor hazard maps will be used in either field.

The Game

- Robot 1/ Field 1 - will start the game by traversing the field as usual.
- Robot 1 can traverse the field as long as it wants.
- Robot 1 sends the map to Robot 2.
- Robot 1 sends exit code to the supervisor.
- Robot 1 signals Robot 2 to start.
- Robot 2/ Field 2 - can't move till Robot 1 has sent the exit code and the signal to start.
- Robot 2 has to use the provided map data to traverse through the maze in Field 2 and get to the exit tile.
- The run ends, when Robot 2 successfully reaches the Field 2 exit tile or when the time runs out.
 - The total time is 8min.
- Winner will be who can complete Field 2 the fastest.