

Challenge

Table Bot Level 2

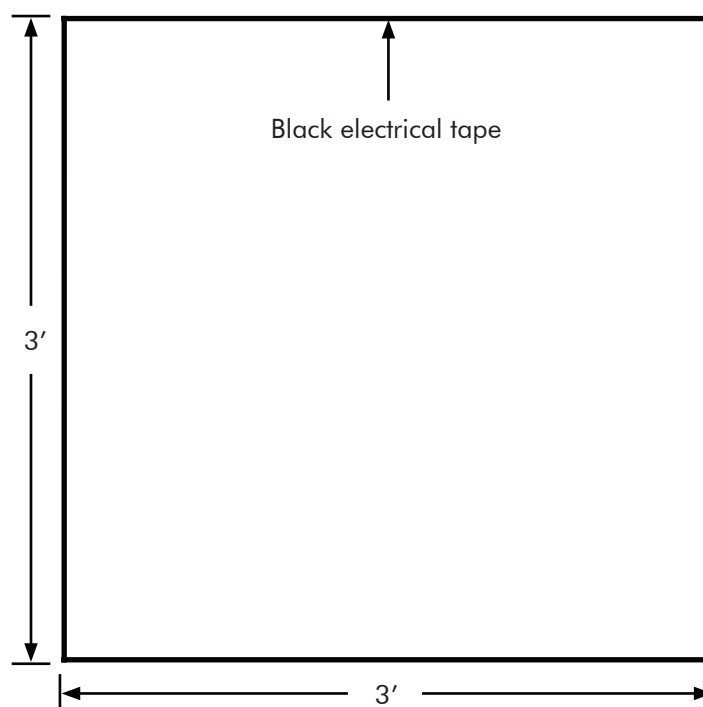
Challenge Description

Your task is to build and program a robot that will stay on top of a table without falling off. It should have a basic movement sequence that is randomized, and be able to detect the edge of the board marked off by black tape. (See the Random Numbers Reference Page for help using the random command).

Materials Needed

- Black electrical tape
- Ruler (or straight edge)
- Scissors (or cutting tool)

Board Specifications



Note: Diagrams are not drawn to scale