

neighbourDetected: nat

goalSeen

objectSeen: nat



vector

time

IObjectWatchOps

- enableObjectWatch()
- disableObjectWatch()

IObjectWatch

- objectSeen: nat

INeighbourWatchOps

- enableNeighbourDetection()
- disableNeighbourDetection()

IGoalWatchOps

- enableGoalFinding()
- disableGoalFinding()

IWalk

- stopMoving()
- scanAndAlign()
- evade()

IMotionControl

- searchObject()
- moveToObject()
- closeInOnObject()
- pushObject()
- moveAroundObject()
- scanAndAlign()
- evade()

IGoalWatch

- goalSeen

INeighbourWatch

- neighbourDetected: nat

- Ⓜ IMotionControl
- Ⓜ INeighbourWatchOps
- Ⓜ IGoalWatchOps
- Ⓜ IObjectWatchOps
- ⌋ close: nat, Ta: nat, Tb: nat, Tc: nat, Td: nat, Te: nat
- ✕ neighbours: nat = 2
- ✕ distance: nat, d: nat, n: nat
- ✕ goal: boolean
- Ⓛ T
- Ⓛ N
- Ⓛ C
- Ⓜ INeighbourWatch
- Ⓜ IGoalWatch
- Ⓜ IObjectWatch

