

Supervision 2017-11-17

- MVC good choice for this project
- Architecture: independent of any simulator/robot. It's about the task, the mission (where you have an operator), strategy.
- Too many details
- Three interfaces, three components would be enough
- Controller should contain all the logic
- You take your UC, operator should send a mission - it only knows that is want to assign the mission, no other logic. ... **FILL IN!**
- You can call the model the reactive layer
- We're modelling the mission planner, not the robotic system!
- The view is the operator, controller logic and model is the robot
- What are the interfaces that the robot should provide?
- What components do I need so that we can set missions and move the robot to the point?