The Can-Do Challenge

- The Can-Do playing field is a white area with a black circle or hexagon.

- Some number of cans are inside the playing field. When we play, we will place the cans inside the circle — try not to depend on the starting placement of the cans.

- Adapt your ‘bot to push cans.

- Write a program in Pilot 4 to:
  - Start all or mostly inside the circle.
  - Push as many cans out of the circle as you can in 2 minutes. As long as no part of the can is touching the white inside the circle, it is “out”.

- Test your program at least 3 times.
  - Does the same thing happen every time? Why or why not?
  - What if you change the starting position of the cans?
  - Why should the program & robot be tested again after they have been shown to work once?

- What happens if:
  - The playing field is not a circle?
  - The cans are a different size, shape, or weight?
  - The robot is different? How could we easily test this?