

SCA

In the next problem, called Shelter with Constrained Access (SCA), we add to the basic arena a light, two black discs as well as a white patch surrounded on three of his sides by walls. The EPucks are randomly spread all over the arena at the beginning, and their objective is to get as quick as possible and stay in the area delimited by the white patch and surrounding walls. The patch of (width $wPatch$ cm and height $hPatch$ cm) is placed on the central vertical axis, at a y value of $yPatch$ cm. Three rectangular walls (5cm width) are surrounding the patch from its south, east and west sides. The two discs are placed symmetrically on each side of the vertical axis by $ecartXCircle$ cm, and at a y value of $posYCircle$ cm. Last, a light is set up above the arena, north of it.

positions

```
rCircle=0.30
ecartXCircle=0.80
posYCircle=-0.10
wSpot=0.60
hSpot=0.15
posYSpot=0.0
```