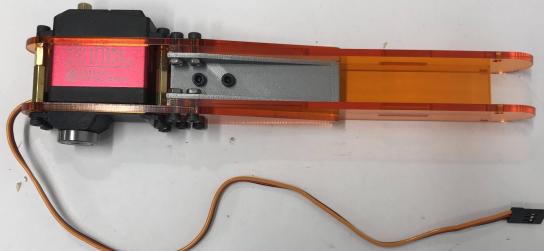
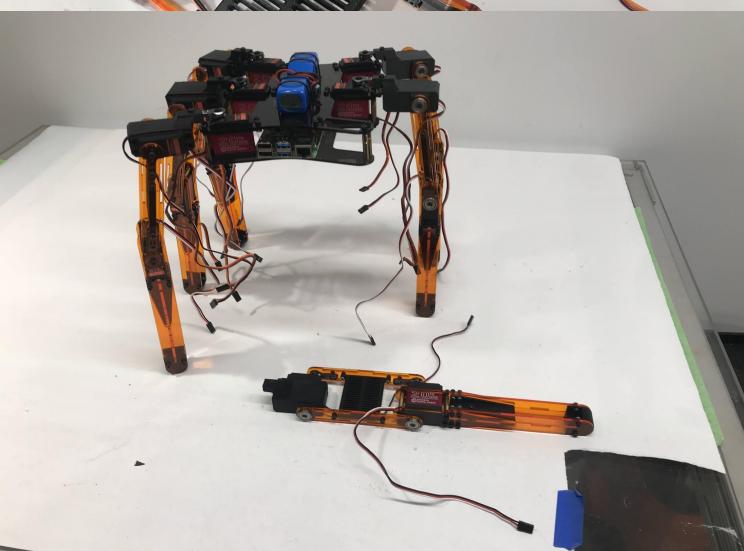
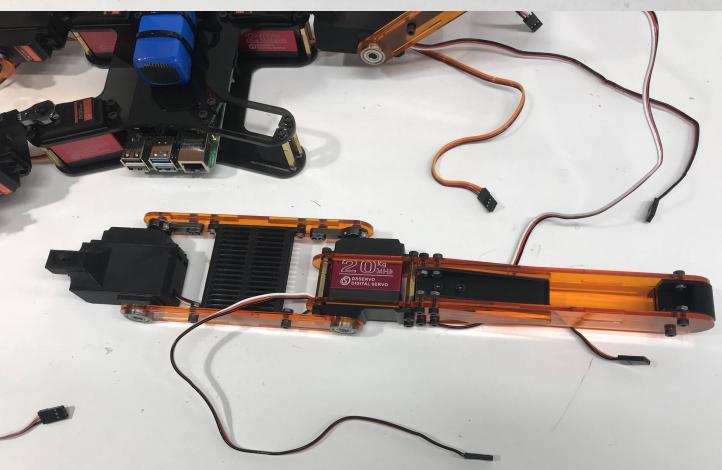
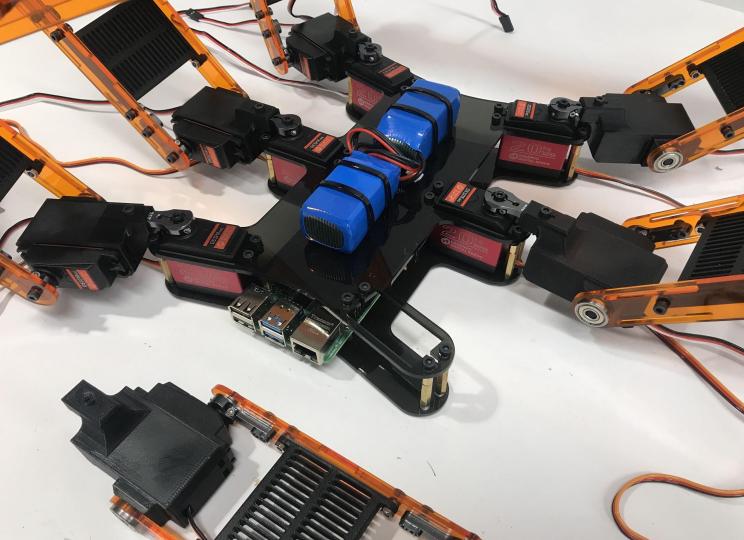
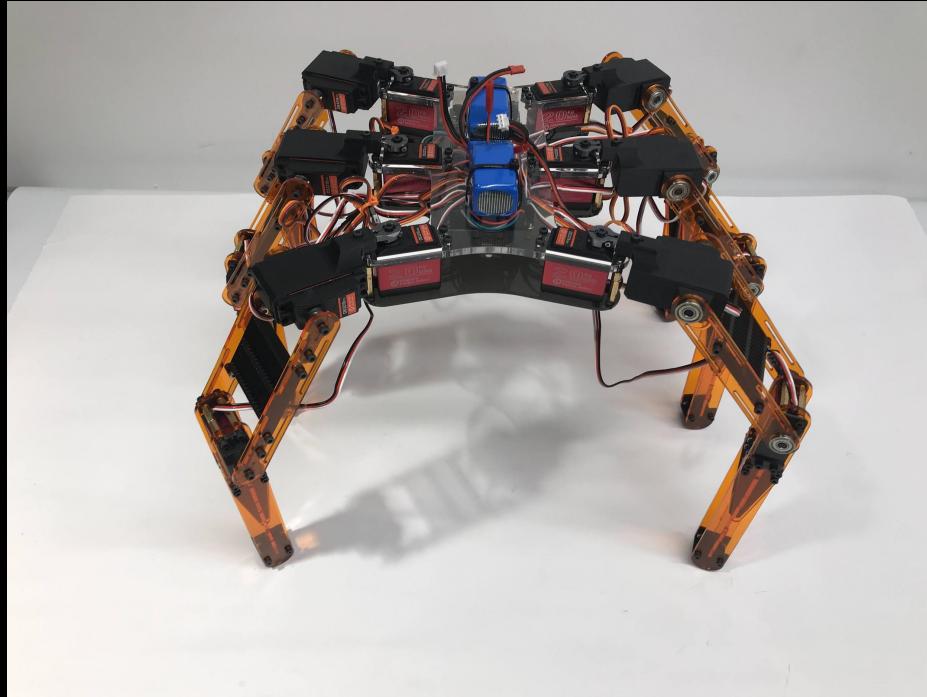


# A Humble Prototype

Libby Albanese, Morgan Strong, Yanxi Piao, Jeremy Kanovsky







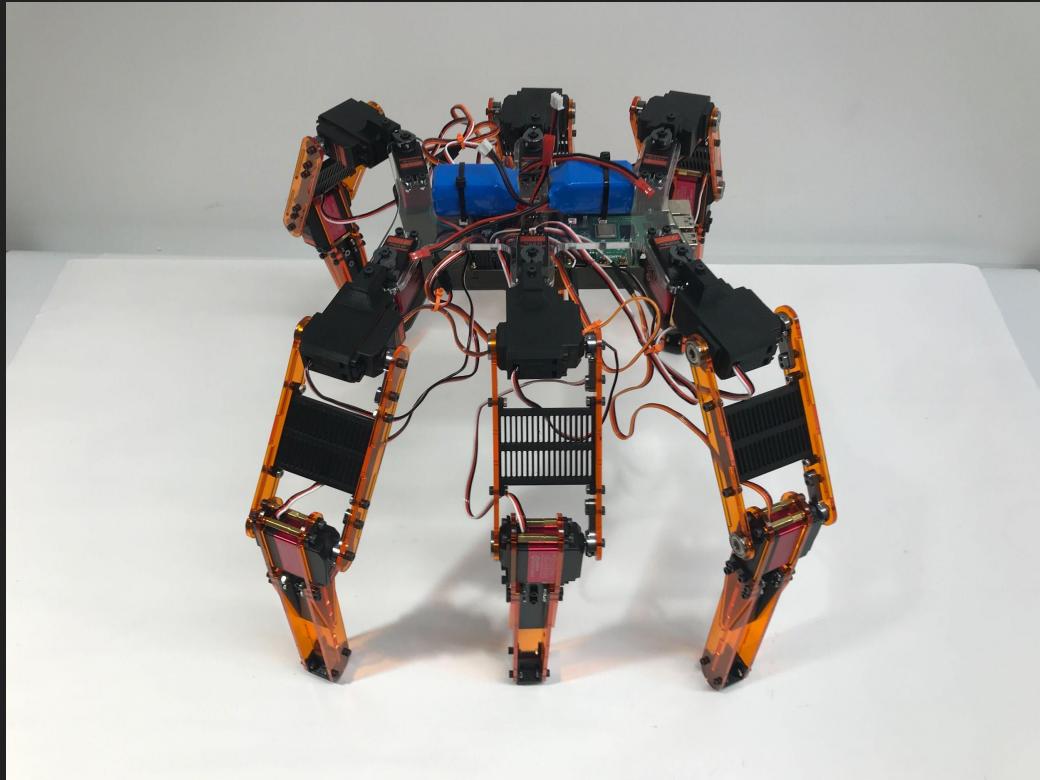
## Next Iteration Changes

Adjust shoulder and knee joint

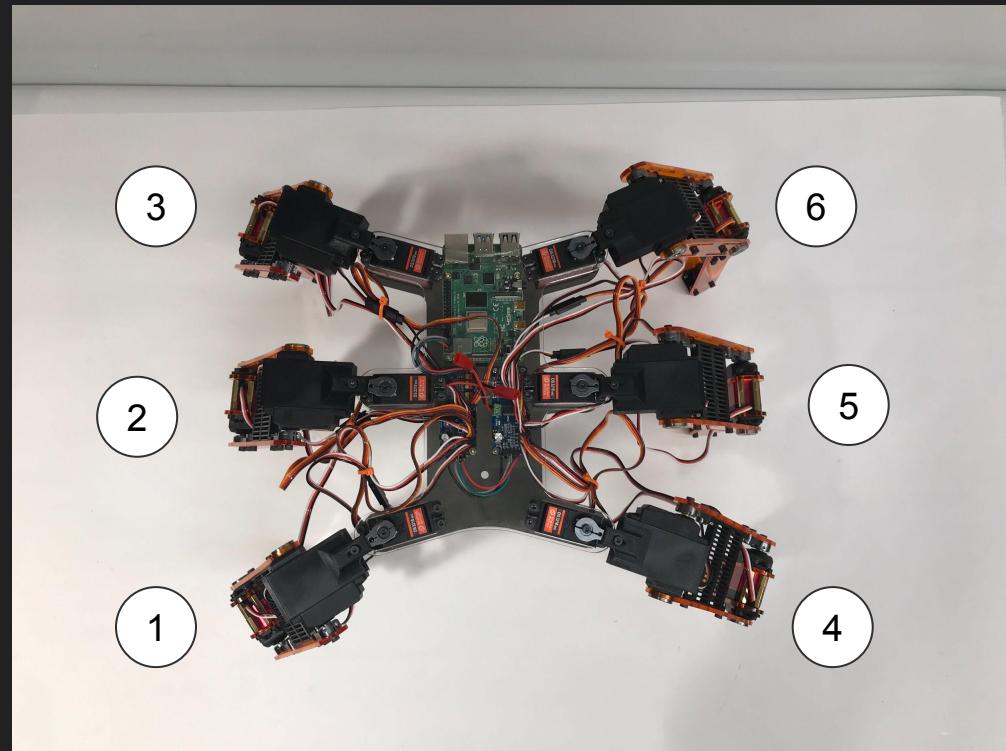
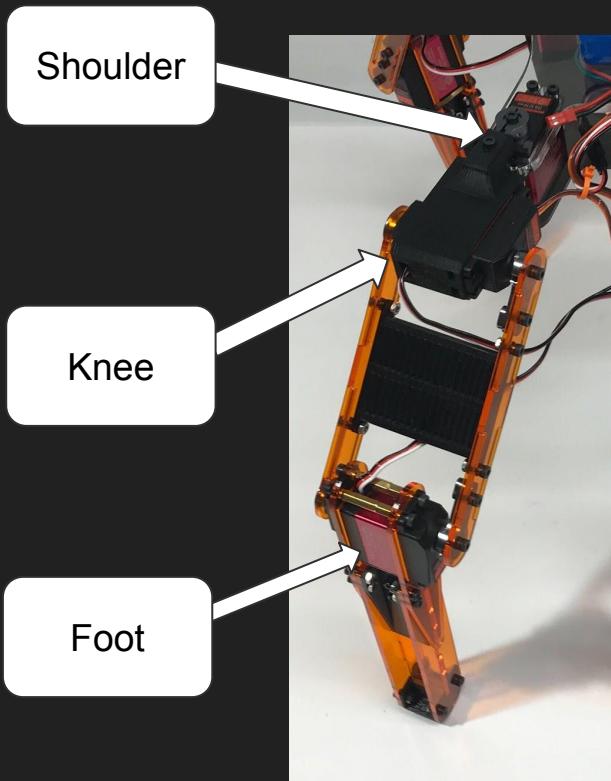
Adjust size

Adjust weight?

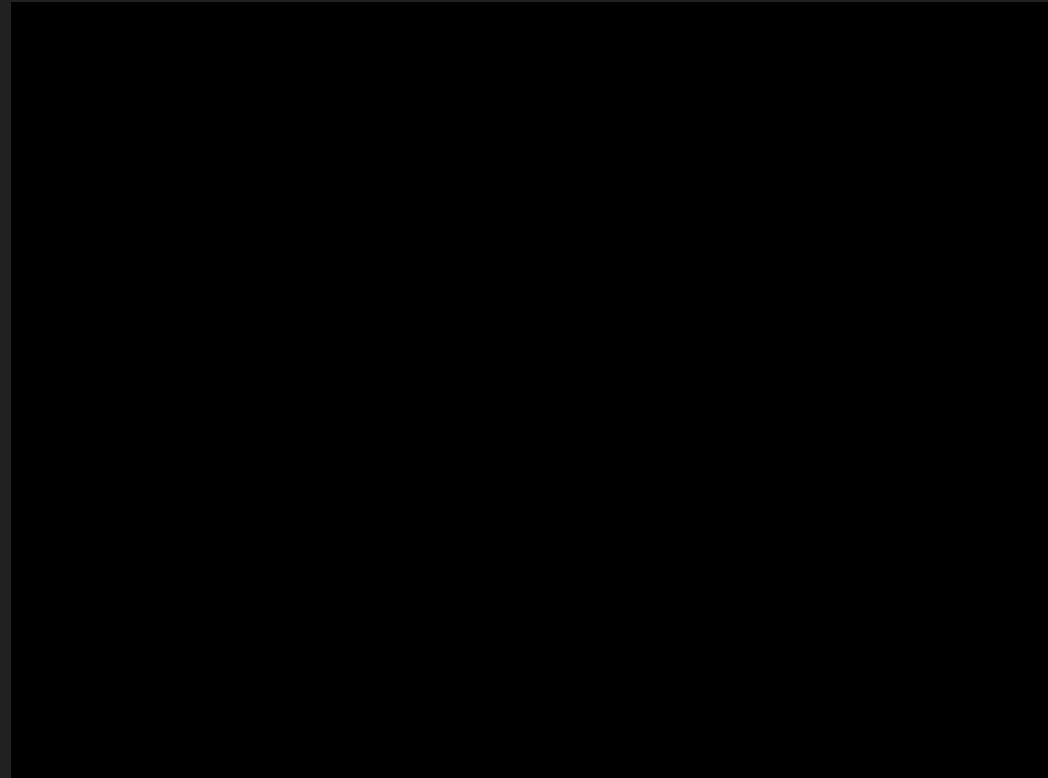
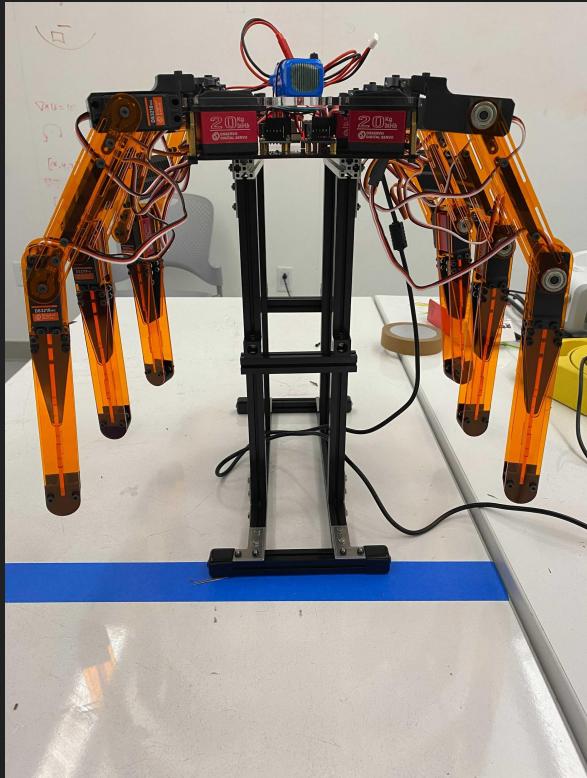
Four vs six legs?



# Code Architecture



# Extending/Contracting Legs



# Walking

3 legs move at a time

Odd and even leg sets

Set angles, actuate

Turning: same theory, but  
one side moves forward,  
the other backwards, and  
the body rotates to reset

# Obstacle Course Plan

Wall:

- Get tall
- Swing front legs over wall
- Pull up middle legs
- Waddle towards wall
- Place middle legs
- Waddle forward
- Lift back legs over wall
- Continue

Obstacles:

- Adjust gait to step in places lower to the ground (i.e. without obstacles)
- Continue

Tunnel:

- Get short
- Walk through tunnel
- At 90 degree turn, start crab walking until out of tunnel
- Turn back to forward
- Continue

*thank you*