Munashe Mugonda, Cody Burker

3D Printed Robot Arm

Objectives

* Learn about developing software using Visual Studio—using C# to develop a GUI application—to maneuver an Arduino robot arm. The robot arm should lift a ball, and then place it in a specific location.
* Learn about creation of a 3D robot arm and the kinematics that govern its motion by researching and prototyping our designs using a 3D printer.
* Gain experience with GITHUB through collaboration and version control

Materials

* Arduino Uno/Nano
* 3D printed Parts
* Arduino IDE
* Servos
* Nuts/Bolts
* Circuit Board
* Connecting Wires
* Breadboard
* Misc. Materials

Steps

1. Research different methods to control Arduino from desktop
2. Install Gitub
3. Print Parts using 3D printer
4. Create a User interface
5. Search the parts, names costs-Cody
6. Writing up Code behind