

Amphibian Bot

As the name suggests, in this project we will make a bot which can run on both water and land smoothly, we will not follow the mainstream path of hover mechanism, we are going to modify the wheels in such a way that it will run on water and land without any transformation in between which will help it to move smoothly from land to water and vice versa. Wheels would be in such a way that it will have two components, both the components will work all the time but they will come into play depending on where the bot is. Wheel will have a outer shaft which will have flaps, that will splash the water and will run over it. If possible we will try to add sonar system or nitro type mechanism. From sonar we will its data to make a target destroyer through some mechanism.