

Gajendra Suwal

n01576807@humber.ca

Nikhil Sarkar

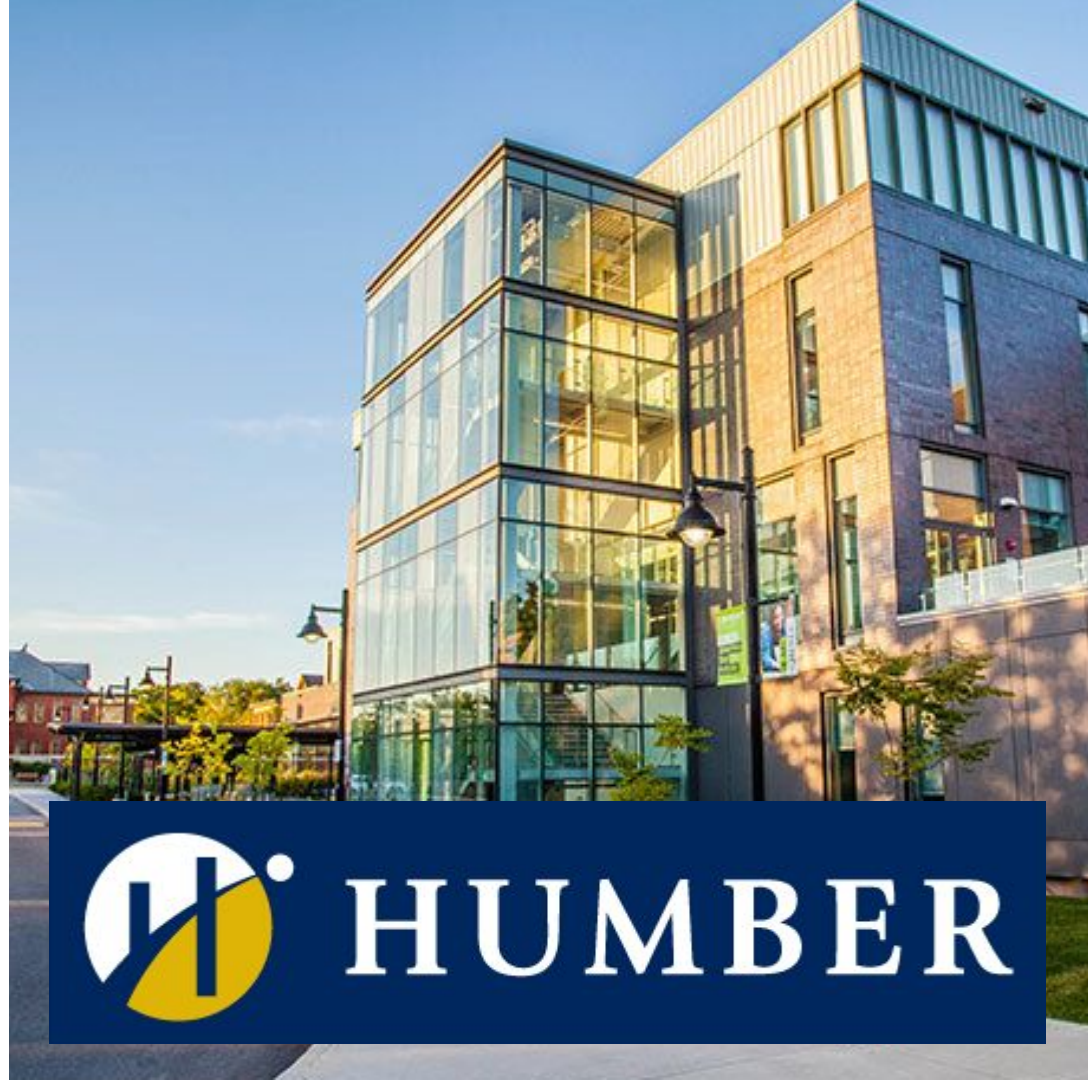
n01572360@humber.ca

Shavin Singh

n01569183@humber.ca

Wingo Chan

n01545861@humber.ca



HUMBER

Majestic Tiger

Majestic Tiger

Creator 3 in 1



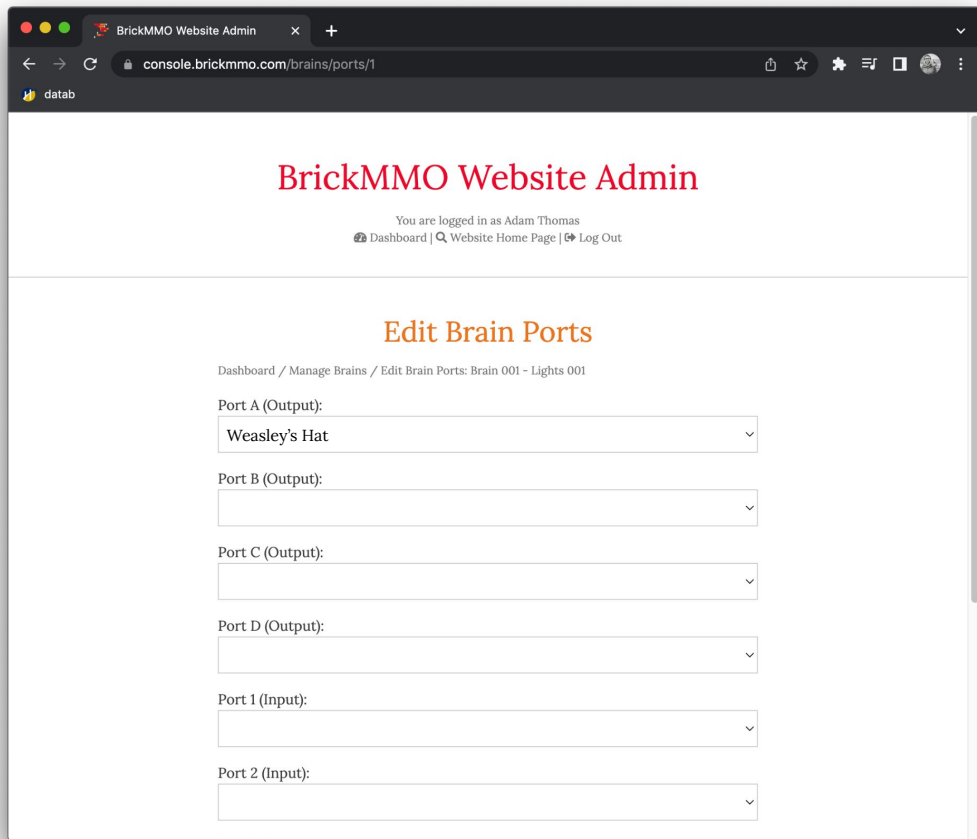
Module Description

The tiger can move its head at a maximum of 45 degree. When there is trigger, it will open and close its mouth..



Requirements

Weasley's hat will require one output port on an EV3 brain.



Sensors and Motors

The only output port will be attached to an EV3 servo motor.

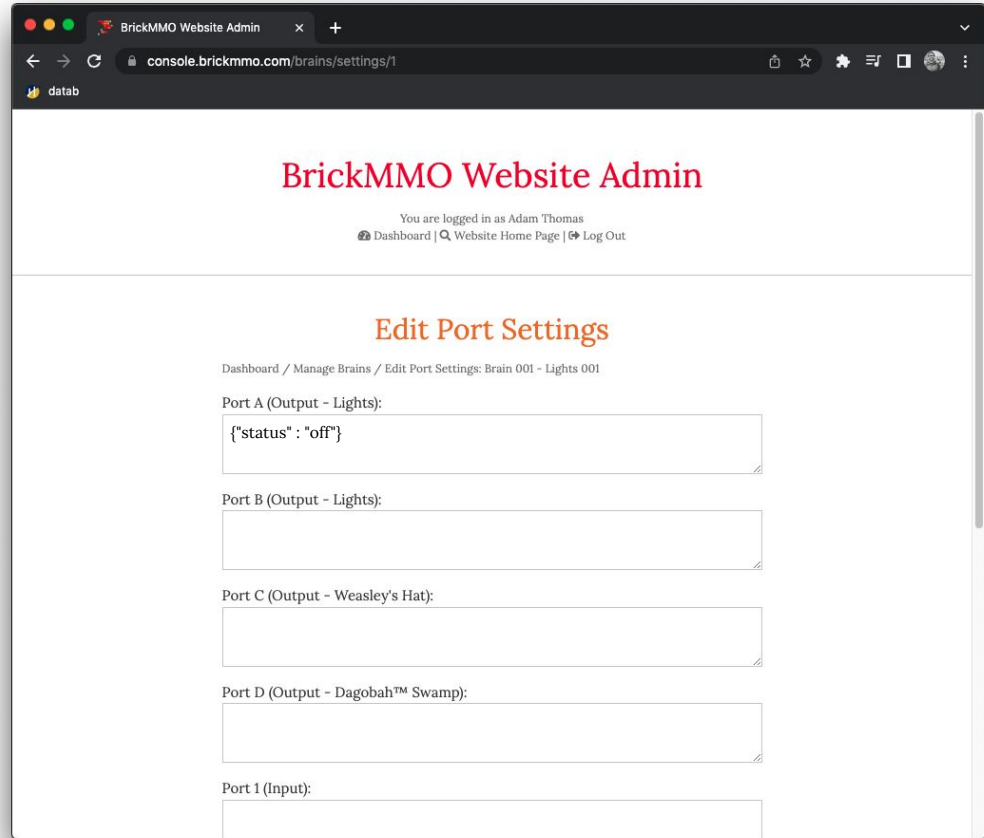


Port Settings

1. If the status is “on”- one port(opening the tiger mouth)
2. 2nd status is: “off” -(closing the mouth of tiger)

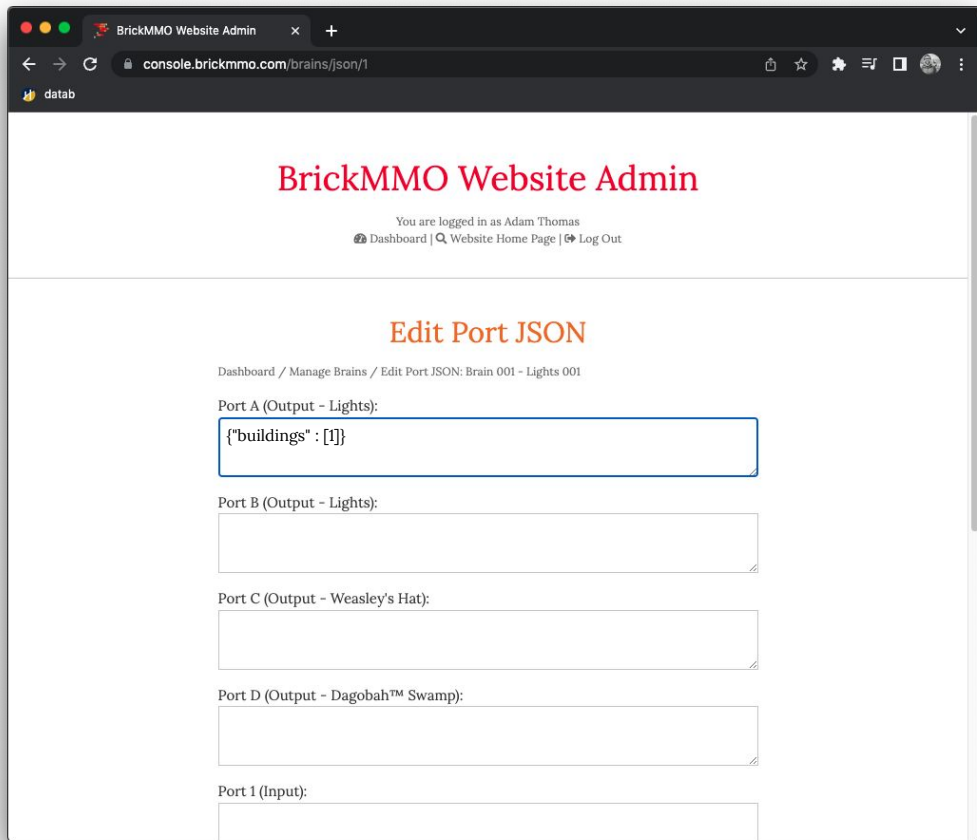
2nd port

3. 3rs status:-moving head 45 degree at right side
4. 4th status)-moving head 45 degree at left side



Port JSON

Buildings: The ID of the Weasleys' Wizard Wheezes building.



The screenshot shows a web browser window with the title 'BrickMMO Website Admin'. The address bar shows the URL 'console.brickmmo.com/brains/json/1'. The page has a dark header with the 'datab' logo. The main content area has a white background with the title 'BrickMMO Website Admin' in red. Below the title, it says 'You are logged in as Adam Thomas' and provides links for 'Dashboard', 'Website Home Page', and 'Log Out'. The main heading is 'Edit Port JSON' in orange. Below this, the breadcrumb 'Dashboard / Manage Brains / Edit Port JSON: Brain 001 - Lights 001' is shown. The form contains five sections, each with a label and a text input field:

- Port A (Output - Lights):** The input field contains the JSON snippet `{"buildings" : [1]}`.
- Port B (Output - Lights):** The input field is empty.
- Port C (Output - Weasley's Hat):** The input field is empty.
- Port D (Output - Dagobah™ Swamp):** The input field is empty.
- Port 1 (Input):** The input field is empty.

IOT Loop

While True

 If status == "on"

 If counter == 0

 Start head motor slow clockwise

 Else If counter == 15

 Stop head motor

 Start mouth motor clockwise

 Else If counter == 20

 Start mouth open motor counter-clockwise

 Else If counter == 25

 Stop mouth motor

 Start head motor slow counter-clockwise

 Else If counter == 40

 Stop head motor

End

