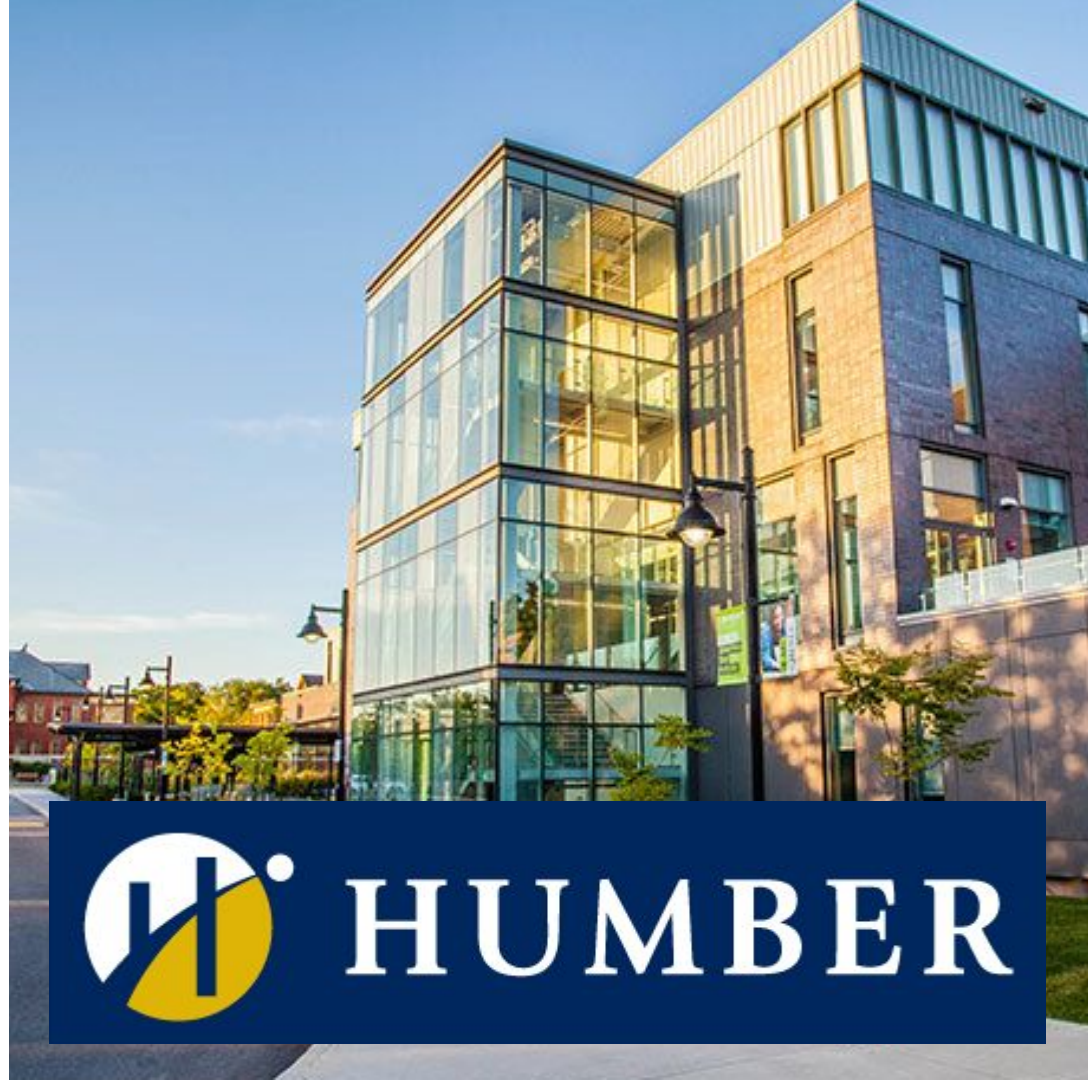


# Ice Cream Truck

Group 2:

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HUMBER

**Ice-Cream Truck**

# Ice-Cream Truck

Lego Friends  
Set #41715



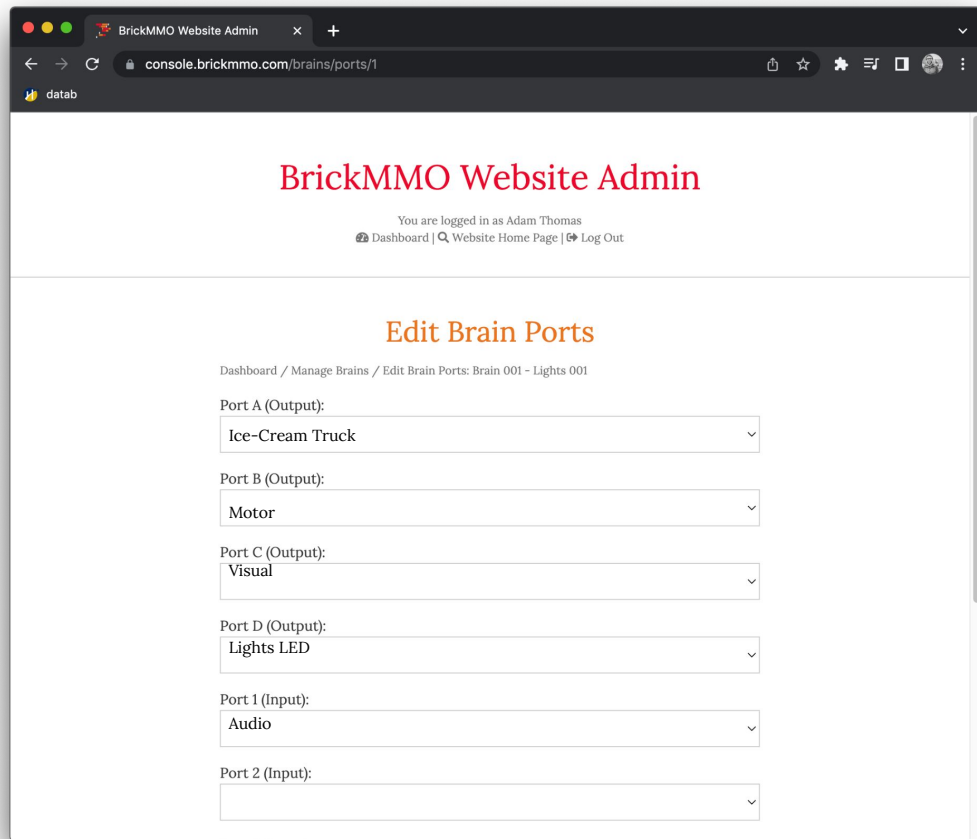
## Module Description

The Ice-Cream Truck will drive around Lego City and stop for people who want to buy ice cream. It will use a motor to create motion, cameras to detect pedestrians, LED lights to simulate color, and audio outputs to play music according to the presence of pedestrians.



# Requirements

The Ice-Cream Truck will require 4 outputs on an EV3 brain.



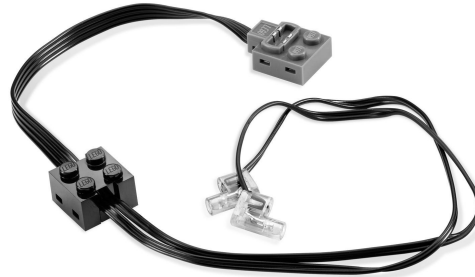
# Sensors and Motors

The 4 outputs will be attached to an EV3 brain, and will have a camera kit for visual input.

The truck will need a small motor to move the wheels, and a GPS module to interact with the GPS.

The Ice-Cream Truck will need a distance sensor to detect obstructions.

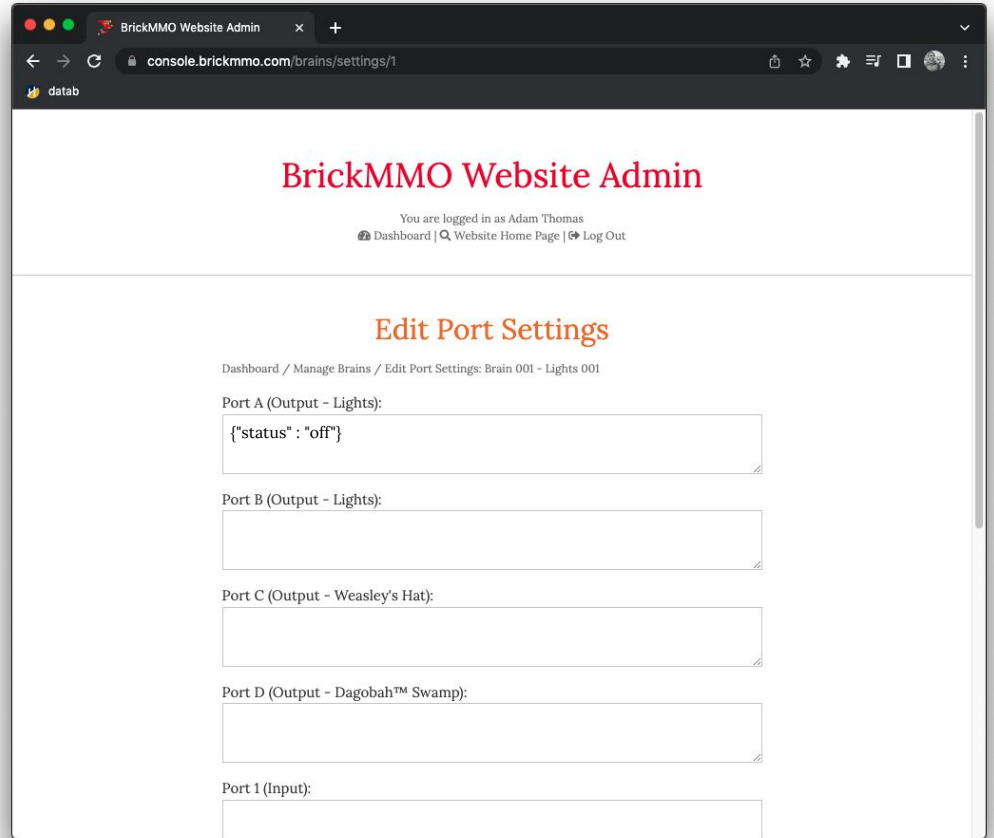
Additionally, it will also need LED lights turning on and off as well as audio outputs to simulate music.



# Port Settings

Status: Can be set to "on" or "off" depending on the presence of pedestrians.

The status of audio and visual can also be set to on or off.



The screenshot shows a web browser window with the title "BrickMMO Website Admin". The address bar shows the URL "console.brickmmo.com/brains/settings/1". The page header includes the text "You are logged in as Adam Thomas" and navigation links: "Dashboard | Q Website Home Page | Log Out". The main content area is titled "Edit Port Settings" and displays a breadcrumb trail: "Dashboard / Manage Brains / Edit Port Settings: Brain 001 - Lights 001". Below this, there are five sections for editing port settings, each with a text input field:

- Port A (Output - Lights): `{"status" : "off"}`
- Port B (Output - Lights):
- Port C (Output - Weasley's Hat):
- Port D (Output - Dagobah™ Swamp):
- Port 1 (Input):

# IOT Loop

1) Psuedo code for music:

IF camera detects human THEN{

Play music

Turn on lights

}

else{

stop audio and lights

}

2) Pseudo code for motion:

if distanse sensor detects obstructions THEN{

Stop motor

}

else{

run motor

}





**Thank you!**

