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| Interface | Ids | Id Locations | Description |
| Martian Interface | A  (display system) | Located at the at the top of the robot near the front facing the sky, its above B. | Interacts with Martians  Waits for can released event from G.  Displays the distance the can was pushed and the time it took for removal. |
| B (sound system) | Located at the top of the robot between A and E facing towards the sky. | Interacts with the Can Interface and Ground interface  Produce noise to notify Martians based on an event.  The sound system plays a tone at a High pitch when the wheels are turning counterclockwise. It also will play a tone at Low pitch when the wheels are turning clockwise. When the Can interface on push is pressed will play a Medium pitched tone. |
| Ground Interface | C | Located at the bottom front corner on the rover, to the corresponding side of the view touching the ground. Adjacent to D. These are the front wheels | Interacts with the can Interface.  Rotates wheel.  Rotates opposite  Send search event to E  Waits for event from E to decide forward or backwards.  Move forward or backwards.  Send event to B to play tone. |
| C1 | Located toward the back of the rover aligned to be centered with the front wheels. | Interacts with the ground only.  The only responsibility for C1 is to act as a swivel wheel. |
| D | Located at the front of the rover below the claw(F) adjacent to C, facing the ground. | Interacts with the Ground and Can interface  Doesn’t detect border  Detects border  Fire a move backwards event and release event to C  Move back and fire Can release event to G |
| Can Interface | E | Located at the top of the rover towards the rear. Right below B. | Interacts with Ground Interface  Can’t find  Detects can  When a Can is found fire an event to C to move forward. |
| F | Extended from the front hover in the air while connected to the base of the rover. | Interacts with can interface.  The only responsibility of F is to contain the Can |
| G | Connected to the base within the claws interior. | Interacts with Martian interface.  Not pressed  When it is pressed, it will fire an event to B to play a tone.  Waits for release can event.  When it is released it will fire an event to A to display data to Martians. |