



Z FUSION E R O



Rescue



HARDWARE

[DUSTBIN claw]
Described as the large 'foggy' claw
designed for specific places.
There are left and right compartments,
allow storage for two victims without
increased robot size. However,
a downside is that grabbing victims is no
longer hand on, but at an angle to the
robot.

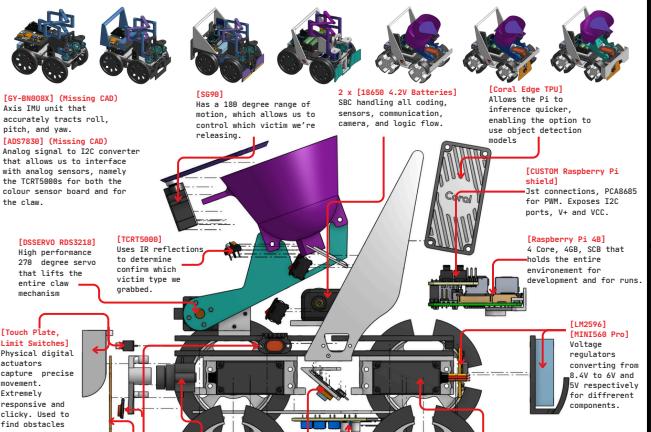
[Laser FOT]
Laser Time of Flight
scanner taking
information from the
front and both sides.
Used in evacuation
routing and obstacle.

[TCTR5000B]
Used for IR reflective
sensor to determine
which victim type we
grabbed.

[Physical Sweeper]
Removes all debris
from blocking the
camera view. Made from
TPU, which stretches the ground

[TCTR7500B]
Pointing direction
for information
inside the zone.

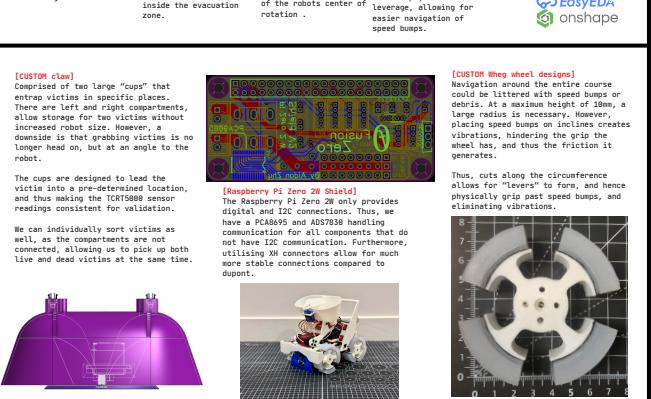
[Custom Claw]



[Physical Sweeper]
Removes all debris
from blocking the
camera view. Made from
TPU, and always
touches the ground

[VL53L1X]
Laser range of Flight
sensor, taking
information from the
front and both sides.
Used in evacuation
routing and obstacle.

[23030 USB2]
Pointing di
for informa
the evacua



[CUSTOM claw]
Comprised of two large "cups" that entrap victims in specific places. There are left and right compartments, allowing storage for two victims without increased robot size. However, a downside is that grabbing victims is no longer head on, but at an angle to the robot.

The cups are designed to lead the victim into a pre-determined location, and thus making the TCR75000 sensor and/or messaging system for solicitation

We can individually sort victims as well, as the compartments are not connected, allowing us to pick up both live and dead victims at the same time.

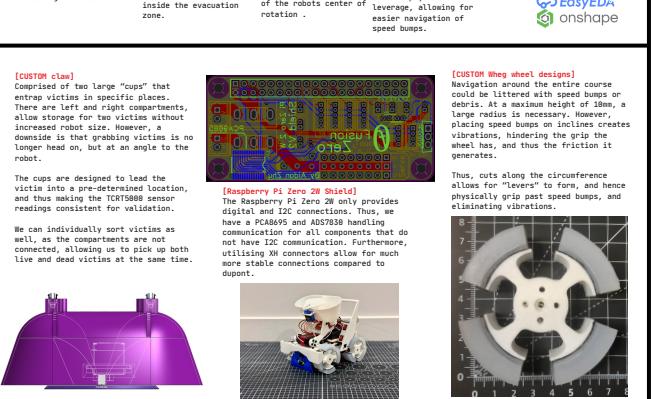
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[Physical Sweeper]
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League: Robocup Junior Rescue Line

Region: New Zealand

[President]
Captain

[Designer]
3D printing and assembly

[Programmer]
Arduino, C++, GitHub versioning

[Hardware]
Actuators, sensors, document creation and simulation

[Robotics]
Robot identification

[Robotics]
Program control

[Robotics]
Sensor modules

[Robot]
PCB Designer

Custom world and sensor blocks

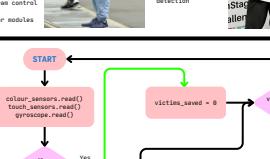
Lead programmer:

- Robot control
- Intersections
- Robot avoidance
- Gap detection
- Evacuation zone detection
- Exit detection
- Victim detection



Victim saved = 0

Victim saved = 3



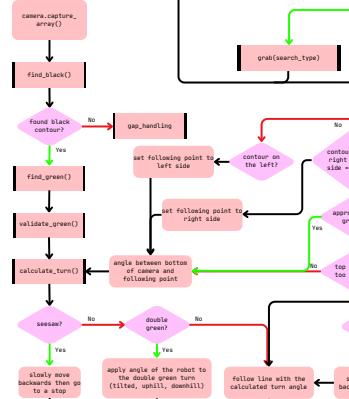
```

graph TD
    START([START]) --> Sensors[("colour_sensors.read();  
touch_sensors.read();  
gyroscope.read()")]
    Sensors --> SilverRound{silver round?}
    SilverRound -- Yes --> Pause[actors.pause()]
    Pause --> VictimLive{Victim live?}
    VictimLive -- Yes --> VictimSaved1["Victim saved = 2 + class has live?"]
    VictimSaved1 -- No --> VictimSaved3["Victim saved = 3"]
    VictimLive -- No --> VictimSaved3
    VictimSaved3 --> Sensors
  
```

```

graph TD
    Start(( )) --> Obstacle{obstacle found?}
    Obstacle -- No --> LineFollow[LineFollow()]
    Obstacle -- Yes --> Avoidance[Obstacle Avoidance()]
    Avoidance --> LineFollow
    LineFollow --> Check[check_line_saved == 1 and clear has dead?]
    Check -- No --> End(( ))
    Check -- Yes --> SetType1[set search_type to default, green]
    SetType1 --> SetType2[set search_type to default, red]
    SetType2 --> End
  
```

The flowchart starts with an initial state. It then checks if an obstacle is found. If no obstacle is found, it proceeds to the 'LineFollow()' function. If an obstacle is found, it executes the 'Obstacle Avoidance()' function. After the obstacle avoidance, it returns to the 'LineFollow()' function. Finally, it checks if the condition `check_line_saved == 1 and clear has dead?` is met. If the condition is not met, the process ends. If the condition is met, it sets the search type to 'default, green' and then to 'default, red', after which the process ends.

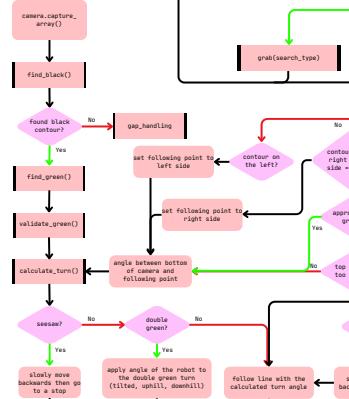


```

graph TD
    START([START]) --> Sensors["colour_sensors.read()  
touch_sensors.read()  
gyroscope.read()"]
    Sensors --> SilverRound{silver round?}
    SilverRound -- Yes --> Pause1[actors.pause()]
    Pause1 --> VictimSaved1[victim_saved += 1]
    VictimSaved1 --> VictimSaved3{victim_saved == 3}
    VictimSaved3 -- Yes --> End["victims saved"]
    VictimSaved3 -- No --> Sensors
    SilverRound -- No --> FastestLine{fastest line found?}
    FastestLine -- Yes --> Pause2[actors.pause()]
    Pause2 --> Sensors
    
```

```

graph TD
    Start(( )) --> Obstacle{obstacle found?}
    Obstacle -- No --> LineFollow[LineFollow()]
    LineFollow --> Obstacle
    Obstacle -- Yes --> Avoidance[Obstacle Avoidance()]
    Avoidance --> LineFollow
    Avoidance --> Check[check if saved >= 1 and claw has died?]
    Check -- No --> End(( ))
    Check -- Yes --> SetType1[set search_type to default, green]
    SetType1 --> SetType2[set search_type to default, red]
    SetType2 --> Check
  
```



```

graph TD
    movement{movement.exit() --> wall}
    wall{movement.wall_follow() --> capture}
    capture{camera.capture_array() --> end}
    end{end}

```

The Scratch script consists of the following sequence of blocks:

- A green **movement** hat block with the sub-block **exit()**.
- A **movement** hat block with the sub-block **wall_follow()**.
- A **camera** hat block with the sub-block **capture_array()**.
- A **end** hat block.

```

graph TD
    route["route(search_type)"]
    search_type["search_type = analysis(Language, search_type)"]
    search_type --> route
    search_type --> decision["search_type not default?"]
    decision --> route
    decision --> route
  
```

