



# Desktop companion bot workshop

25th, Nov '25

# What You'll Build Today

In this workshop, you'll assemble and program a desktop companion robot that brings a touch of personality to your workspace. This project will guide you through connecting hardware and writing code to make your robot interactive.



## ESP8266 Microcontroller

The brain of your robot, handling all processing and enabling interactive responses to its environment.



## MPU6050 Motion Sensor

Detects movement and tilt, allowing your robot to perceive its surroundings and react accordingly.

## 2.4" TFT Display

Your robot's animated face, bringing expressions and personality to life based on sensor input.

# Components Overview

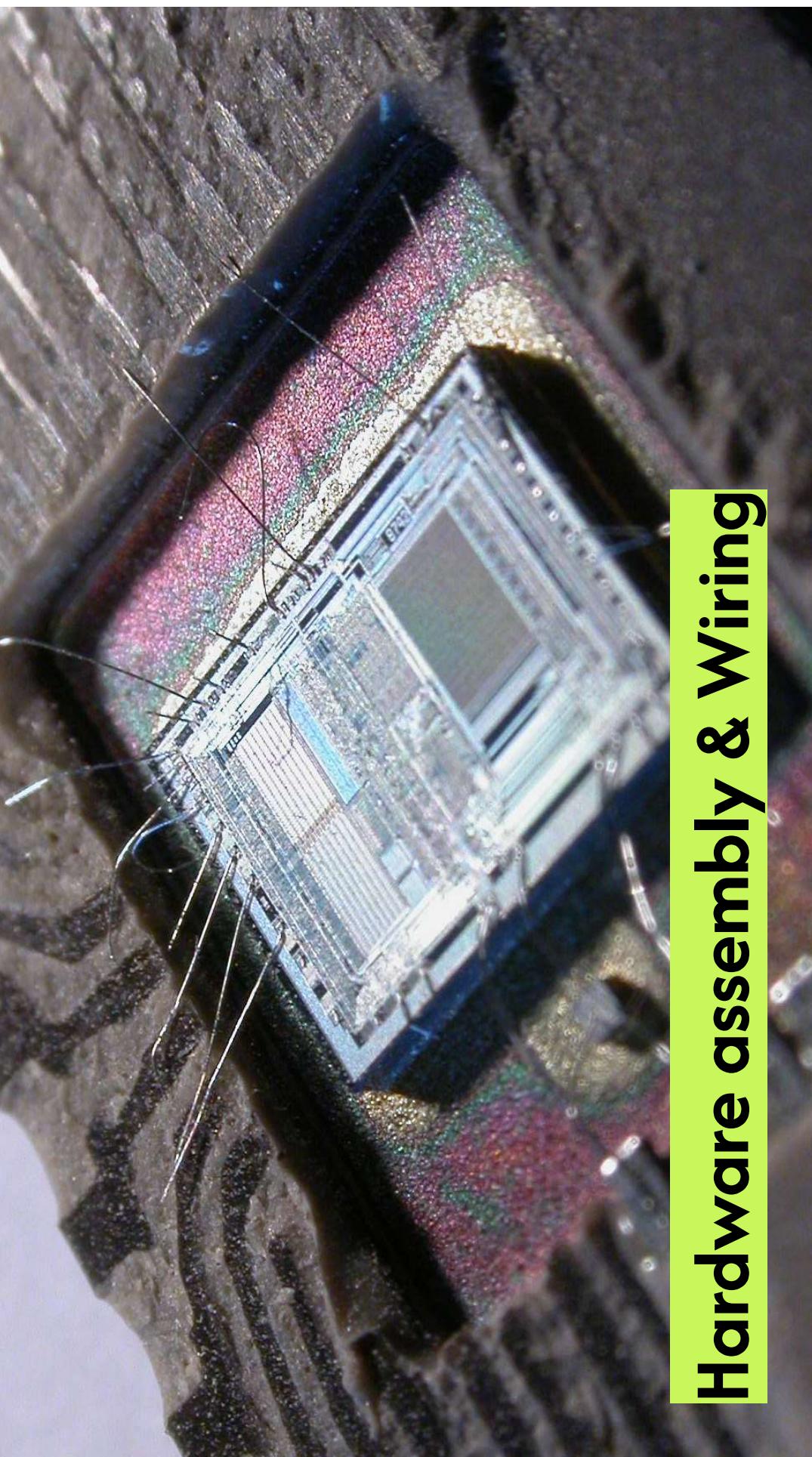
ESP8266	Microcontroller & WiFi	160MHz, 4MB Flash
MPU6050	Motion Sensor	6-axis (accel + gyro)
TFT Display	Visual Output	2.4" SPI, 320x240px
Speakers	Audio Output	Bluetooth, 3.7V
Jumper Wires	Connections	Male-to-male
USB Cable	Power & Programming	Micro-USB
Remote		

A dramatic lightning strike over a city skyline at night. The sky is a deep, dark purple, filled with numerous bright, branching lightning bolts that illuminate the clouds. In the lower right foreground, a tall building with many lit windows is visible, its lights reflecting slightly. The overall atmosphere is one of intense energy and light against a dark, moody background.

**Code Walkthrough**

# **SECTION 1: Hardware Assembly & Wiring**

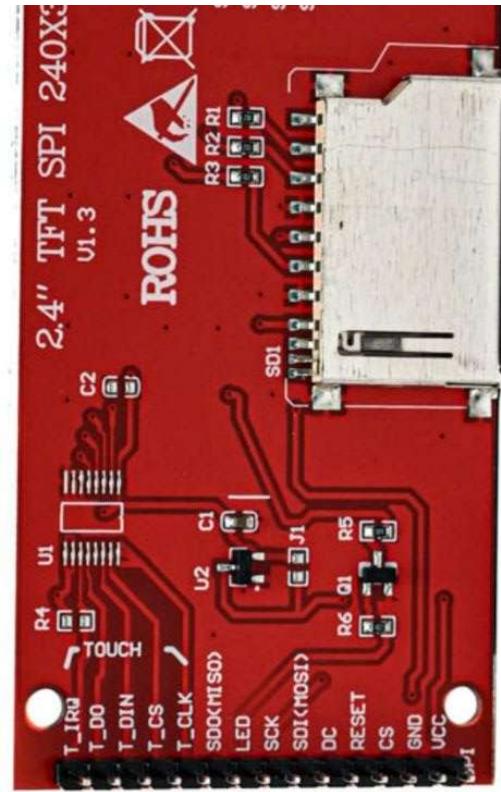
Let's build the foundation



**Hardware assembly & wiring**

# Safety & Power Considerations

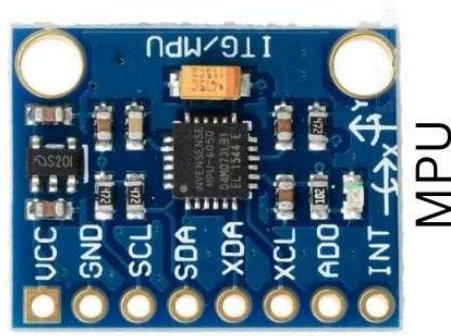
- **USB Power:**  
5V input, regulated to 3.3V for components
- **Current Limits:**  
ESP8266 GPIO max ~12mA per pin
- **Avoid Short Circuits:**  
Don't connect power directly to ground
- **Component Ratings:**  
Check voltage specs (all our components are 3.3V)



## NodeMCU

```
// Display SDO/MISO to NodeMCU pin D6 (or leave disconnected if not reading TFT)
// Display LED to NodeMCU pin VIN (or 5V, see below)
// Display SCK to NodeMCU pin D5
// Display SDI/MOSI to NodeMCU pin D7
// Display DC (RS/AO)to NodeMCU pin D3
// Display RESET to NodeMCU pin D4 (or RST, see below)
// Display CS to NodeMCU pin D8 (or GND, see below)
// Display GND to NodeMCU pin GND (0V)
// Display VCC to NodeMCU 5V or 3.3V
// MPU VCC to NodeMCU 3.3V
// MPU GND to NodeMCU GND
// MPU SCL to NodeMCU D1
// MPU SDA to NodeMCU D2
```

## Display



## MPU

# Wiring the TFT Display (SPI)

TFT Pin	ESP8266 Pin	Purpose
VCC	3V3	Power
GND	GND	Ground
CS	D8	Chip Select
DC	D3	Data/Command
MOSI	D7	Data In
SCK	D5	Clock
MISO	D6	Data Out
LED	Vin	Backlight
RESET	D4	Reset

SPI is a fast communication protocol. CS selects the device, DC tells it if we're sending data or commands.

## Wiring the MPU6050 (I<sub>2</sub>C)

MPU6050	ESP8266 Pin	Purpose
VCC	3V3	Power
GND	GND	Ground
SCL	D1	Chip Select
SDA	D2	Data/Command

# Common Wiring Pitfalls & Debugging

1. Reversed Power/Ground → Check polarity with multimeter
2. Loose Jumper Wires → Wiggle connections, reset wires
3. Wrong Pin Numbers → Double-check against pinout diagram
4. Missing Ground Connection → All components must share GND
5. Breadboard Continuity Issues → Test with multimeter

## **SECTION 2: Arduino IDE Setup**

Getting the software ready

## Installing Arduino IDE

- 01 Download from [arduino.cc](http://arduino.cc) (free, open-source)
- 02 Install on your computer (Windows/Mac/Linux)
- 03 Launch Arduino IDE

Arduino IDE is the standard tool for programming microcontrollers. It's free and works on all platforms.
- 04 Connect ESP8266 via USB cable

# Adding ESP8266 Board Manager

- 01 Go to File → Preferences
- 02 In "Additional Boards Manager URLs", paste:  
`http://arduino.esp8266.com/stable/package_esp8266com_index.json`
- 03 Click OK
- 04 Go to Tools → Board → Boards Manager
- 05 Search for "ESP8266" and install
- 06 Select Tools → Board → NodeMCU 1.0 (ESP-12E Module)

This tells Arduino IDE how to compile code for the ESP8266 instead of regular Arduino boards.

# Installing Libraries



# Installing Required Libraries

1. Adafruit\_GFX - Graphics library for drawing shapes and text
2. TFT\_eSPI - Fast SPI display driver for TFT screens
3. MPU6050 - Motion sensor library (by InvenSense)
4. Wire.h - I2C communication (built-in, no install needed)

Instructions: Search each library name, click Install

These libraries provide pre-written functions so we don't have to code everything from scratch.

# Testing Your Setup

```
void setup() { Serial.begin(115200); Serial.println("ESP8266 is alive!"); }void loop() { delay(1000); }
```

1. Copy the code above into Arduino IDE
2. Select Tools → Port → (your COM port)
3. Click Upload (arrow button)
4. Open Serial Monitor (Tools → Serial Monitor)
5. You should see "ESP8266 is alive!" printed

# **SECTION 3: Extensions & Next Steps**

Take your robot further

# Extension Ideas

## Easy (Code Only)

- Add more facial expressions (surprised, angry, sleepy)
- Change colors based on time of day
- Add text display (show time, temperature, messages)
- Create animation sequences



## Medium (Code + Simple Hardware)

- Add a buzzer for sound effects
- Add an LED for mood indication
- Add a button for interaction
- Connect to WiFi and fetch weather data



## Advanced (More Complex)

- Add a servo motor for head movement
- Connect to the internet and respond to voice commands
- Create a web interface to control the robot
- Add machine learning for emotion recognition



# Resources & Community

## Key Resources

- [Arduino Official Documentation](#)
- [ESP8266 Community](#)
- [Adafruit Learning Guides](#)
- [Stack Overflow](#) (search your error message)
- GitHub: Find open-source robot projects and code
- YouTube: Tutorials and project walkthroughs

## Community

- Join local maker spaces and robotics clubs
- Participate in online forums and Discord communities
- Share your projects on GitHub and social media
- Contribute to open-source projects

# Key Takeaways

<b>Hardware</b> Wired components using breadboards and understood communication protocols (SPI, I2C)
<b>Software</b> Wrote and uploaded code to a microcontroller using Arduino IDE
<b>Sensors</b> Read real-world data from a motion sensor and processed it
<b>Graphics</b> Drew animated graphics on a display
<b>Integration</b> Combined all components into a working system
<b>Debugging</b> Learned systematic troubleshooting techniques
<b>Creativity</b> Built something with personality and character

# Thank You & Keep Building!

You've just built a desktop companion robot from scratch. You've learned hardware, software, sensors, graphics, and debugging. You've overcome challenges and solved problems. You should be proud of what you've accomplished today.

- Share your robot on social media (tag @erc\_bitsgoa)
  
- Customize it and make it your own
  
- Help others build theirs
  
- Keep learning and building

## Questions?

Reach out! We're here to help.