

# TrailerMate

## Team Jason

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#### ■ Table of content















Reminder of the project

Schedule control & organization

**Demonstrations** 

**Next sprint goals** 

**Next sprint organisation** 

**Next sprint acceptance tests** 

**Suggestions & Questions?** 





### Reminder of the project





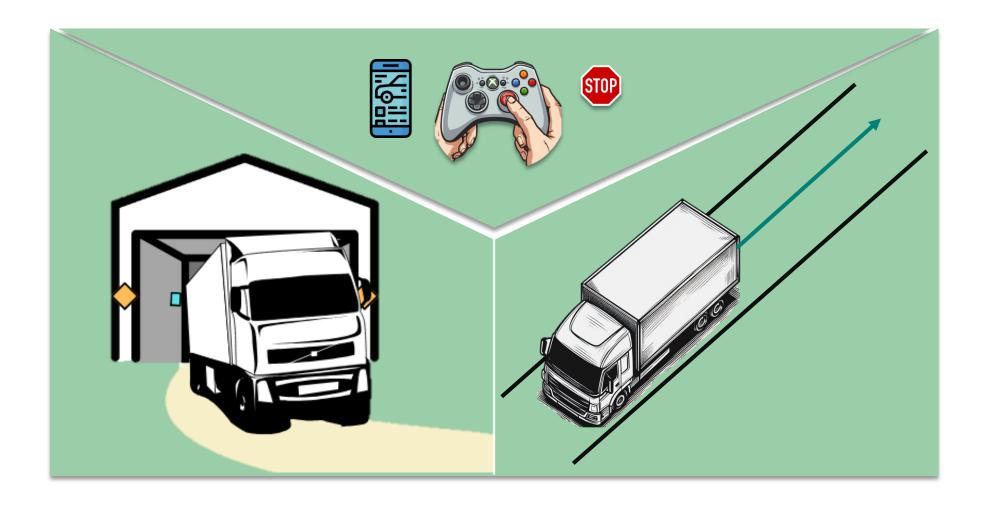








#### Reverse gear library



## Schedule control & organization













#### **SCRUM Master: Sarah Bobillot**

3 Goals

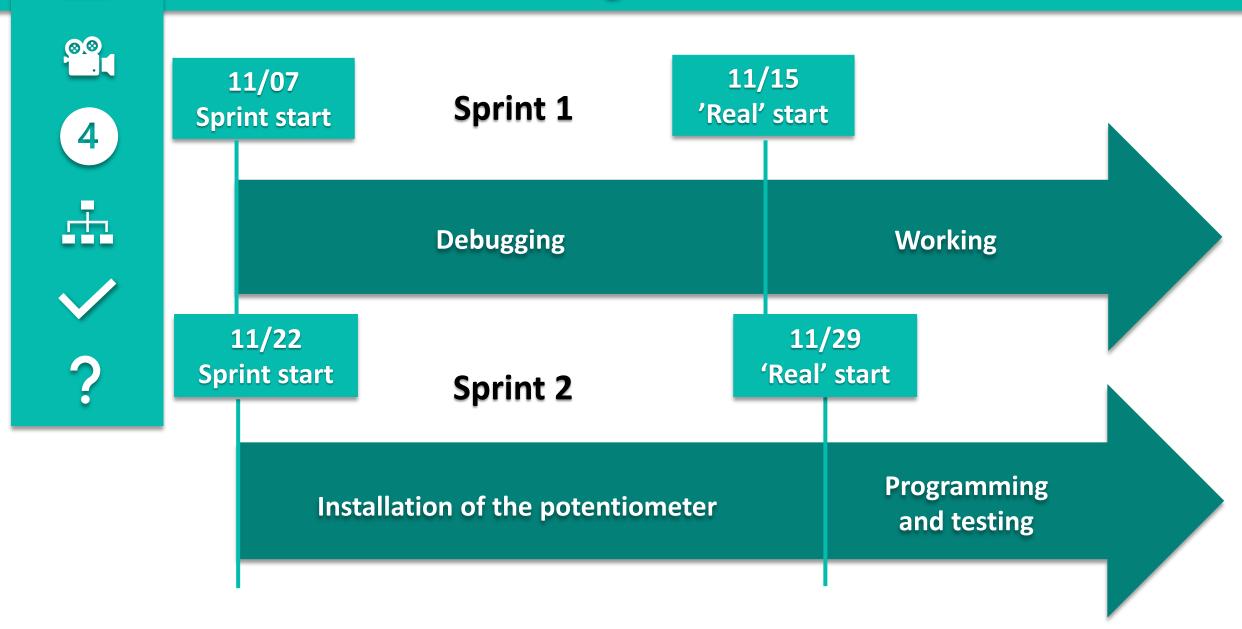
Trailer angle

**Car automation** 

Obstac voidance

Reverse search







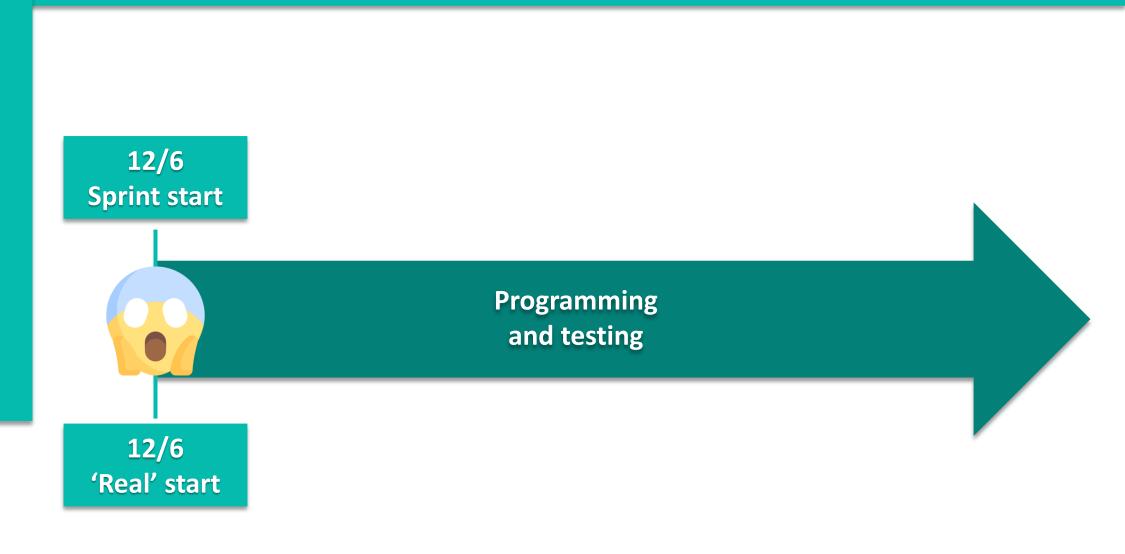








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### Schedule control & organization

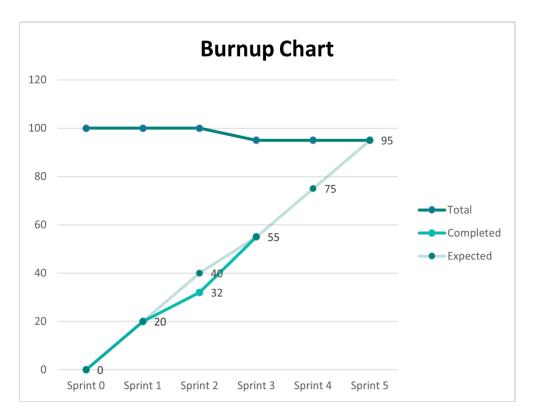


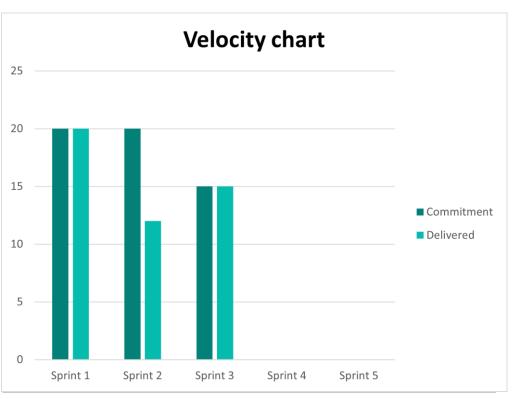






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**Deleting a task** 

Better assessment of task complexity



## Schedule control & organization

17

11

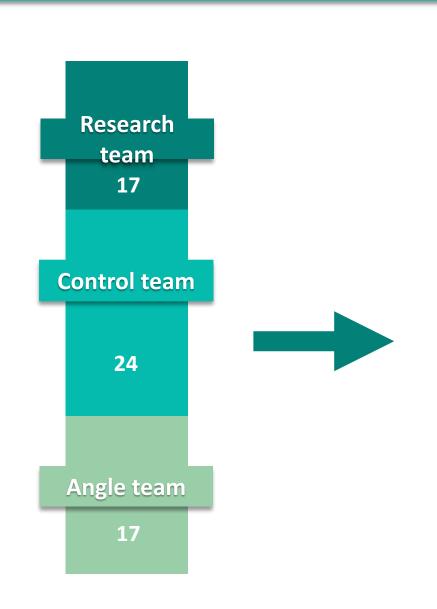
**17** 











State of the art for the trailer slot *OK* 

Improve the wheel's adhesion OK

Implement control loop on the car's steering OK

Improve control loop response **ABANDONED** 

Measuring the angle of the trailer *OK* 



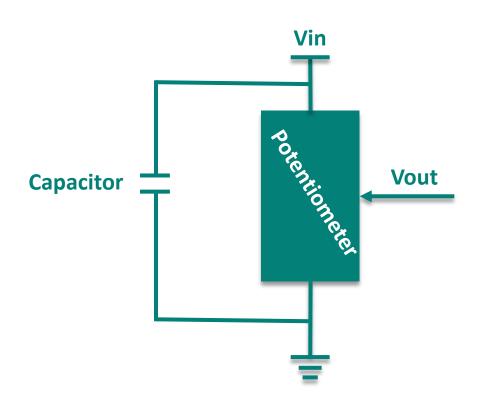


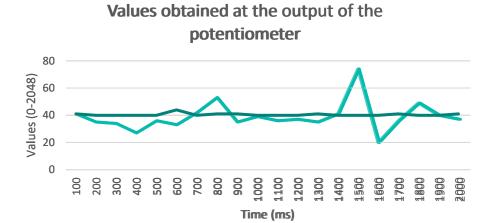












Filtered value

**Untilfieten**endavaleue



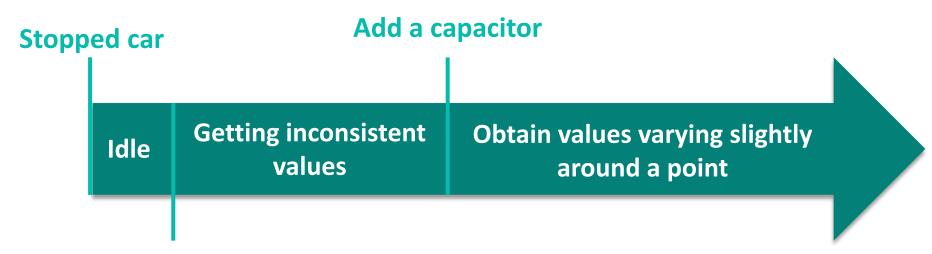








# <u>Demonstration sequence : get stable values on the potentiometer</u>



Move the trailer to an angle





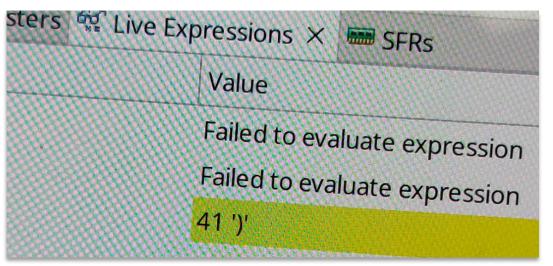




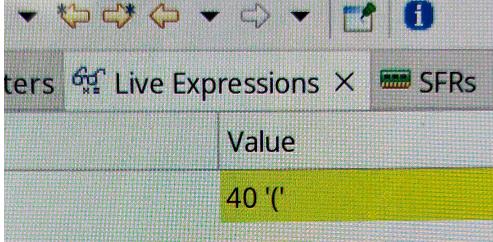




#### Let's see the demonstration!



**Demonstrations** 



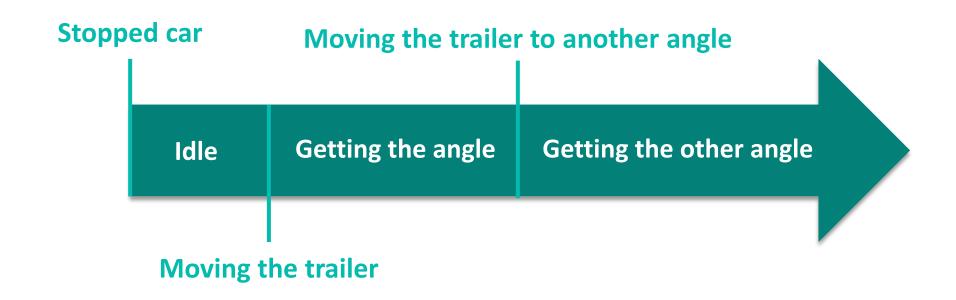








#### **Demonstration sequence : get angle of the car (STM32)**



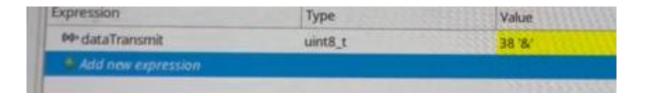


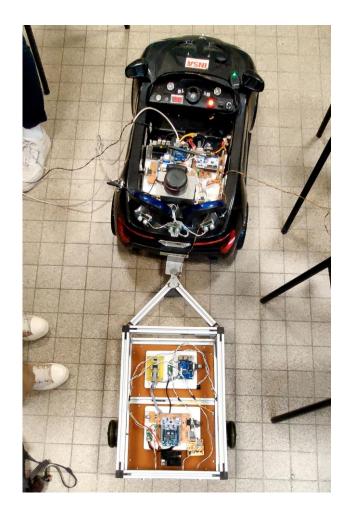
















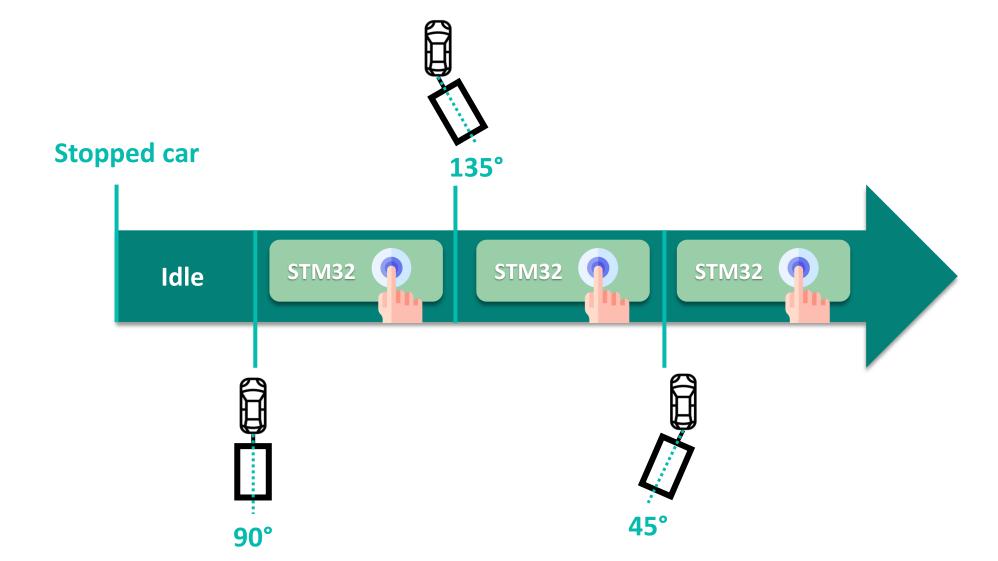








#### Demonstration sequence: calibrate the angle of the trailer



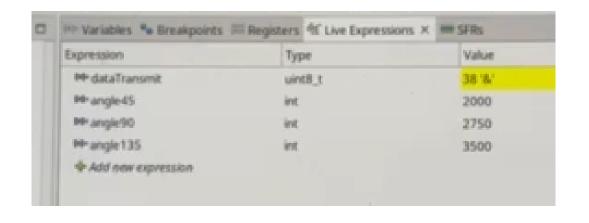








#### Let's see the demonstration!









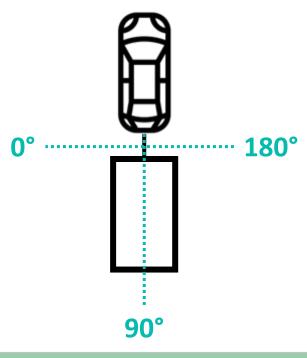








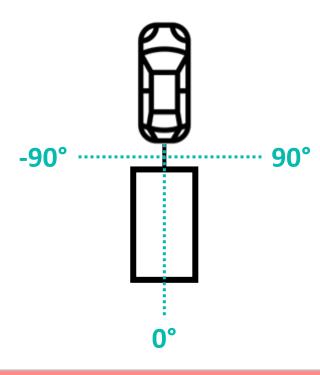
#### **Angle convention**



**Transfer unsigned float** 

**Less user-friendly** 

STM32



**Transfer signed float** 

More user-friendly

Raspberry



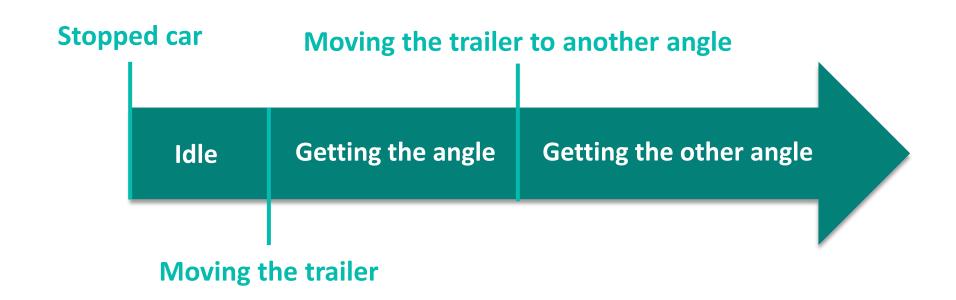








#### **Demonstration sequence : get angle of the car (Raspberry)**







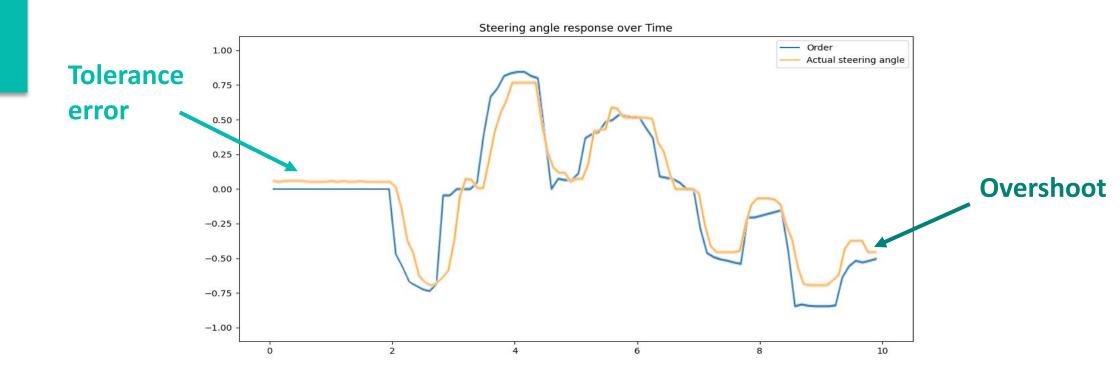
**Demonstrations** 







#### Wheels steering control















#### Let's see the demonstration!







**New behavior** 





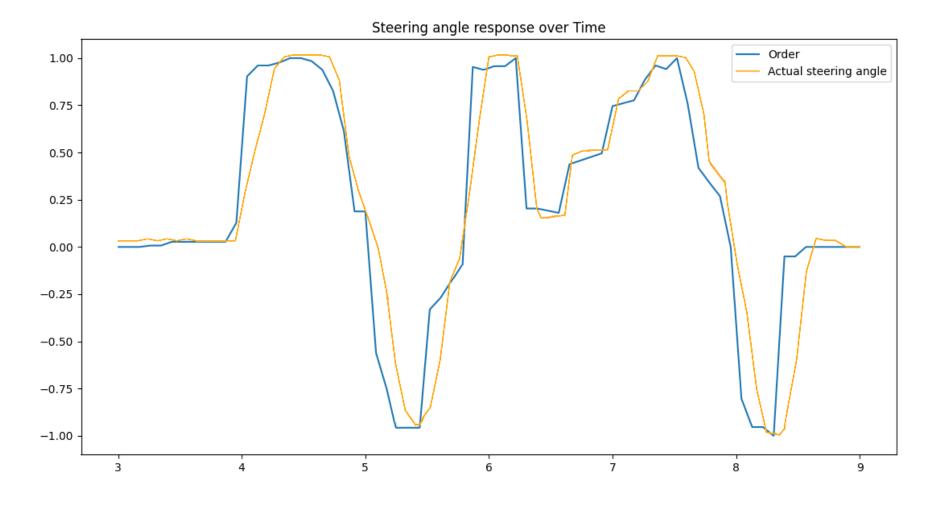








#### Let's see the demonstration!







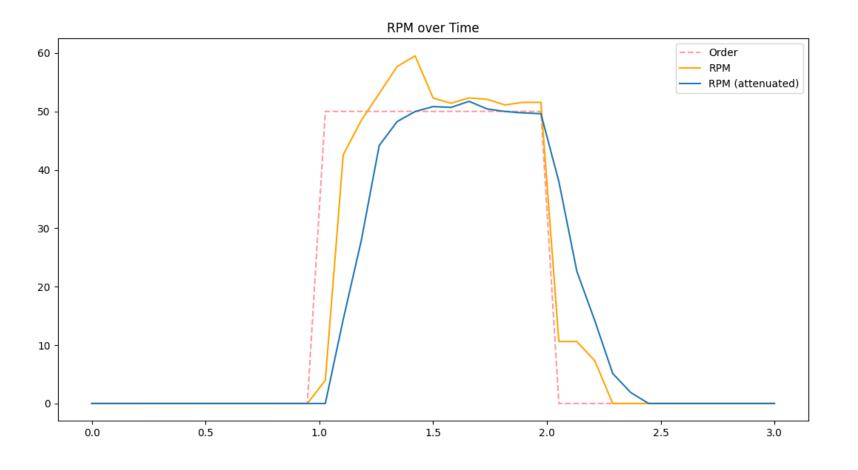








#### **Grip improvement**











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#### **Demonstration sequence**

**Stopped car** Release the joystick

Release the joystick

Idle Car moves Car stops while drifting Car moves Car stops without drifting

Without the filter: moving the car with the joystick

With the filter: moving the car with the joystick





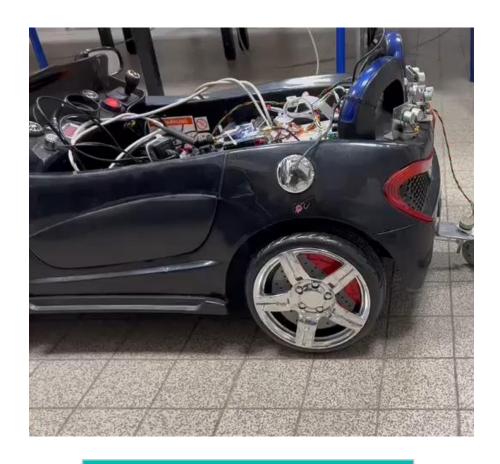




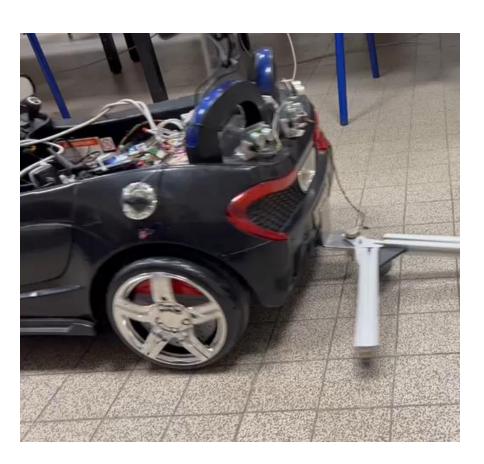




#### Let's see the demonstration!







**New behavior** 



#### ■ Next sprint goals











#### **SCRUM Master: Malaurie Bernard**

3 Goals

**Android application** 

Reverse straight line

**Command automation** 

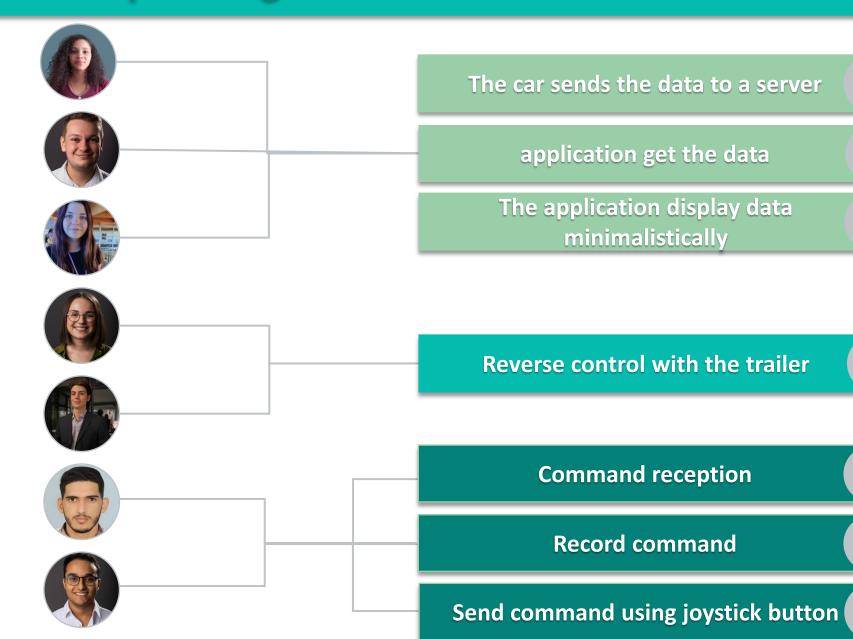


#### **Next sprint organisation**





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#### **Next sprint acceptance test**

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#### **Android application**

Initial state: Stopped car

**Action:** Manual moving

**Result:** Data displays on the

application

#### **Car automation**

**Initial state:** Stopped car

**Action:** Automatic reversing

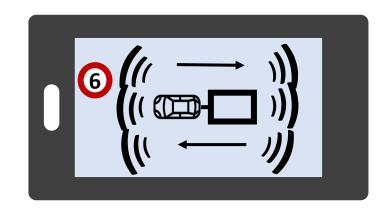
**Result:** When the trailer deviates, it returns to the trajectory on its own.

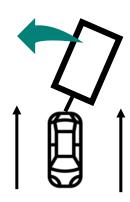
#### **Command automation**

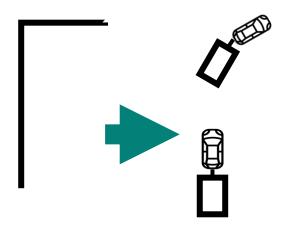
**Initial state:** Stopped car

**Action:** Perform a sequence, save it and activate it with a button of the controller

**Result:** The car do the sequence

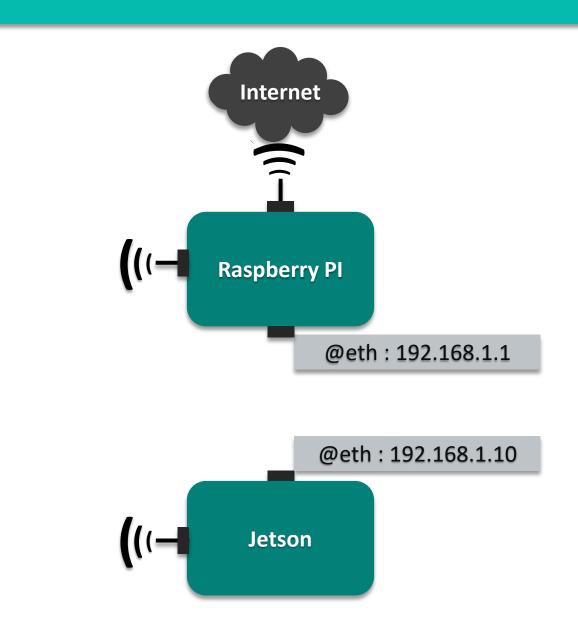




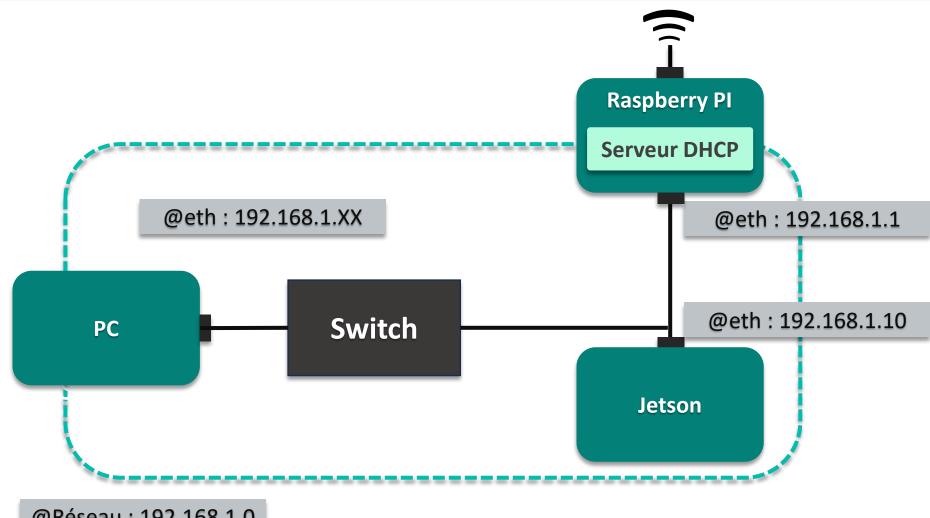




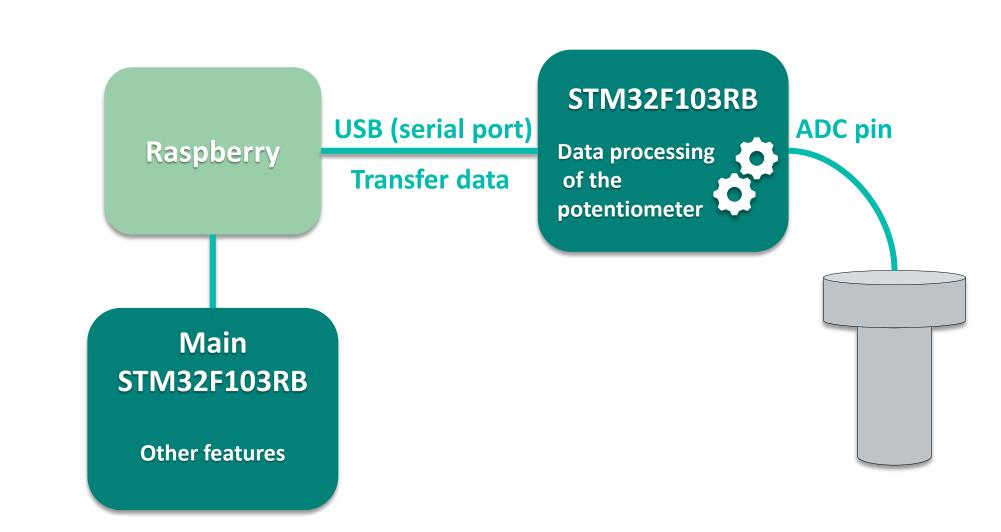






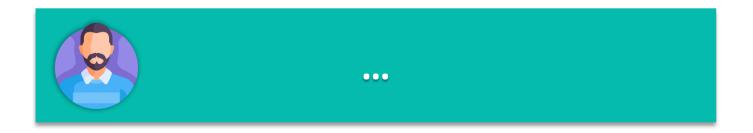


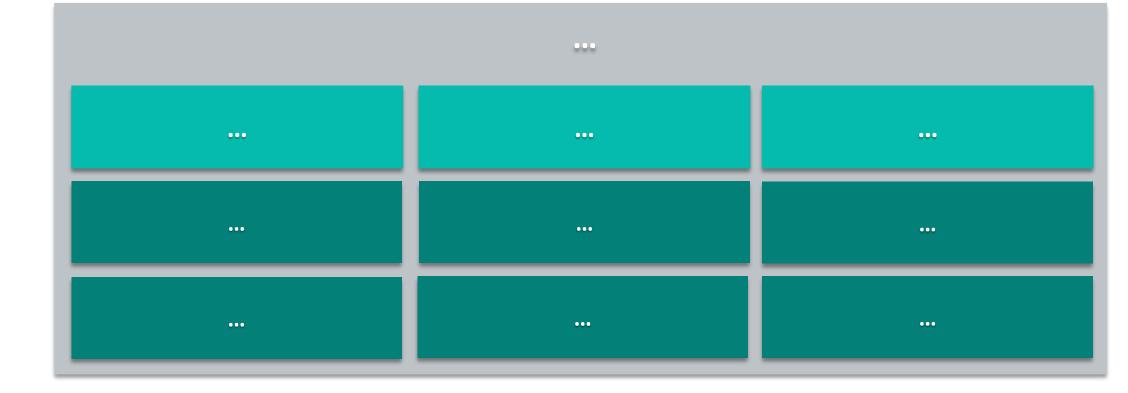
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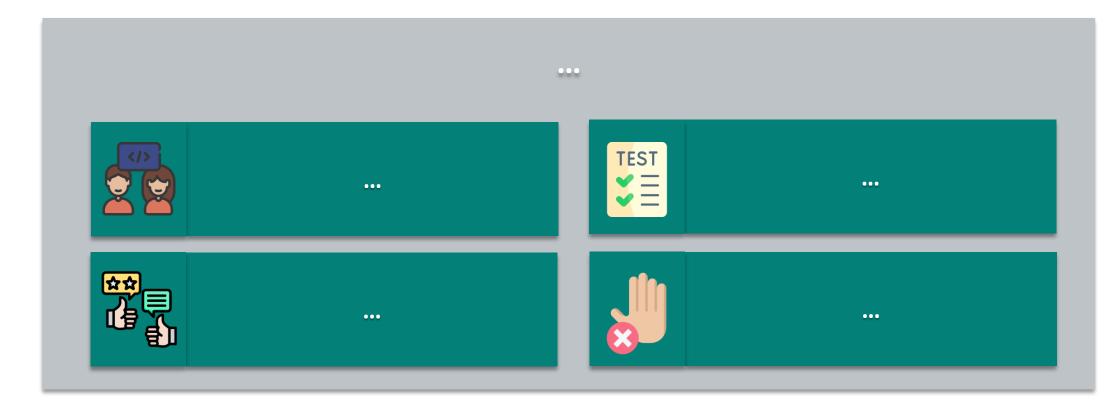


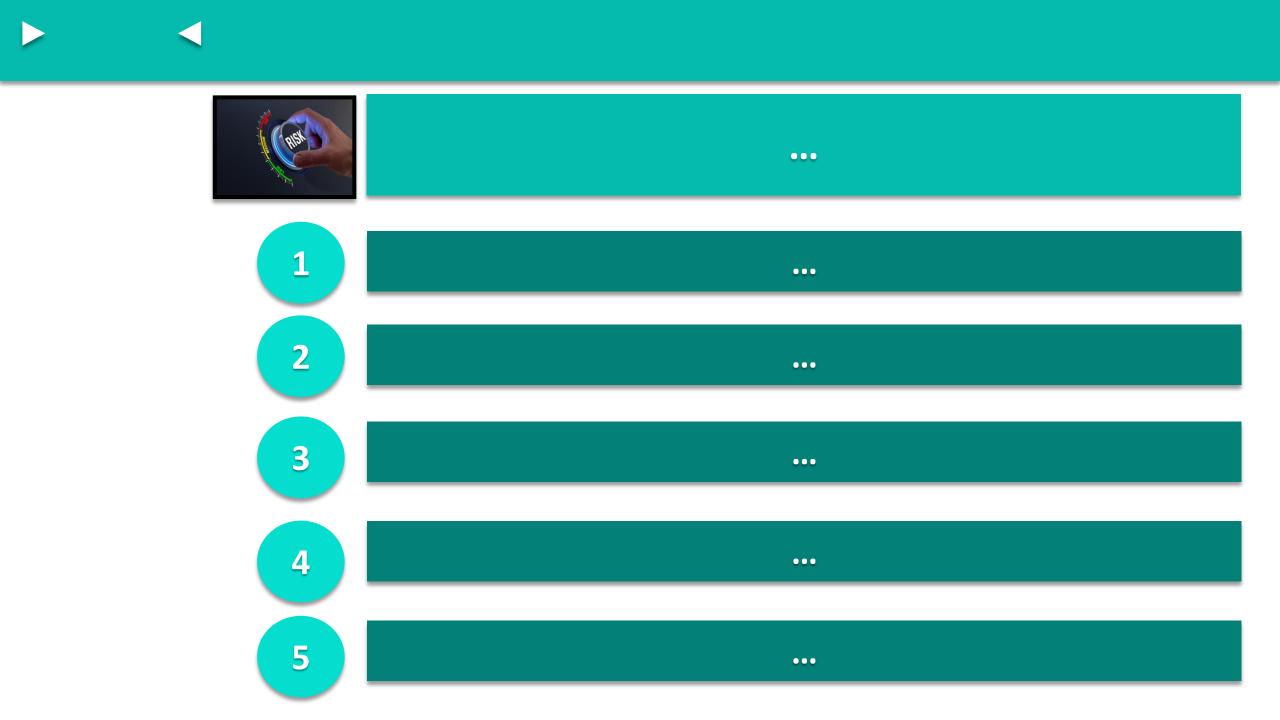






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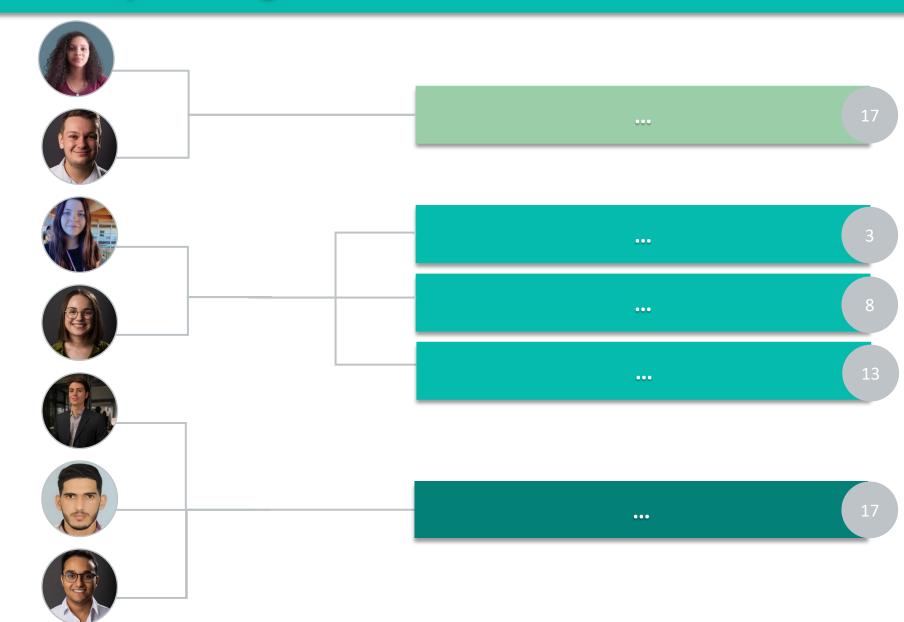


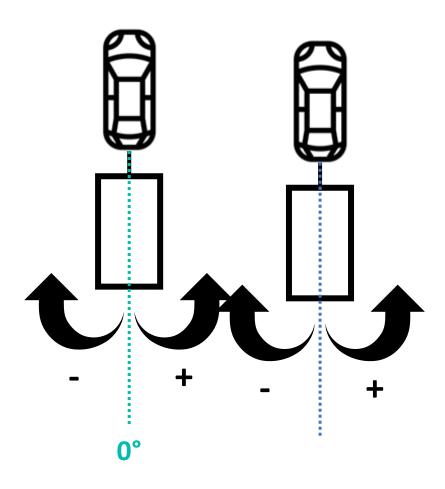
#### TrailerMate – Review 2

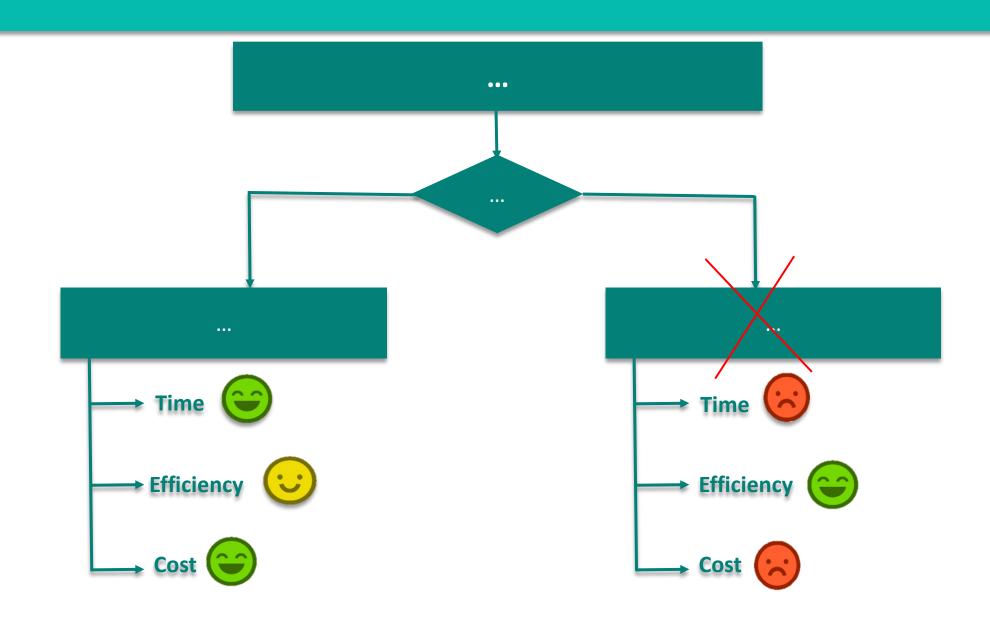
# **Next sprint organisation**













**Angle** 

**Team** 

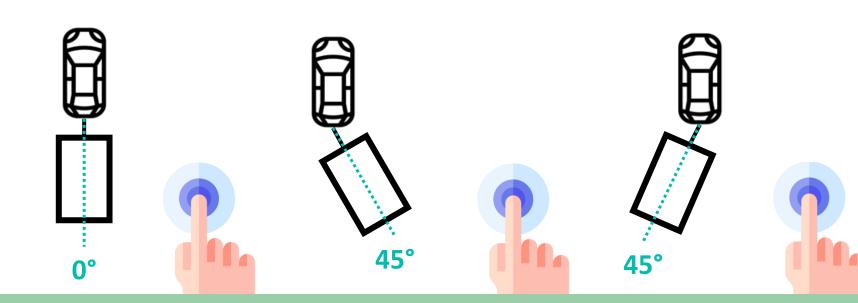














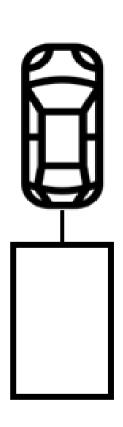
#### Demonstrations

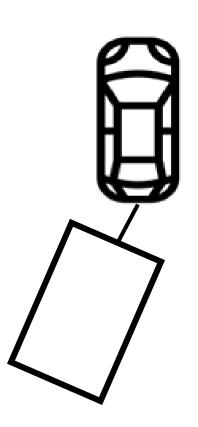


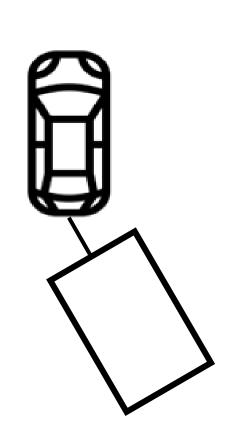




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Angle Team



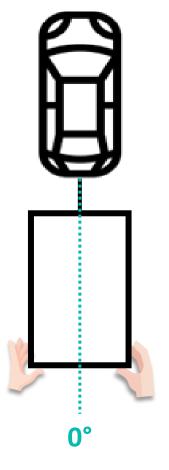




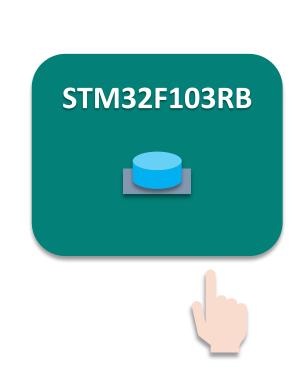




#### **Calibration step**



**Demonstrations** 



#### **Angle Team**

