



# Crazy Maqueen

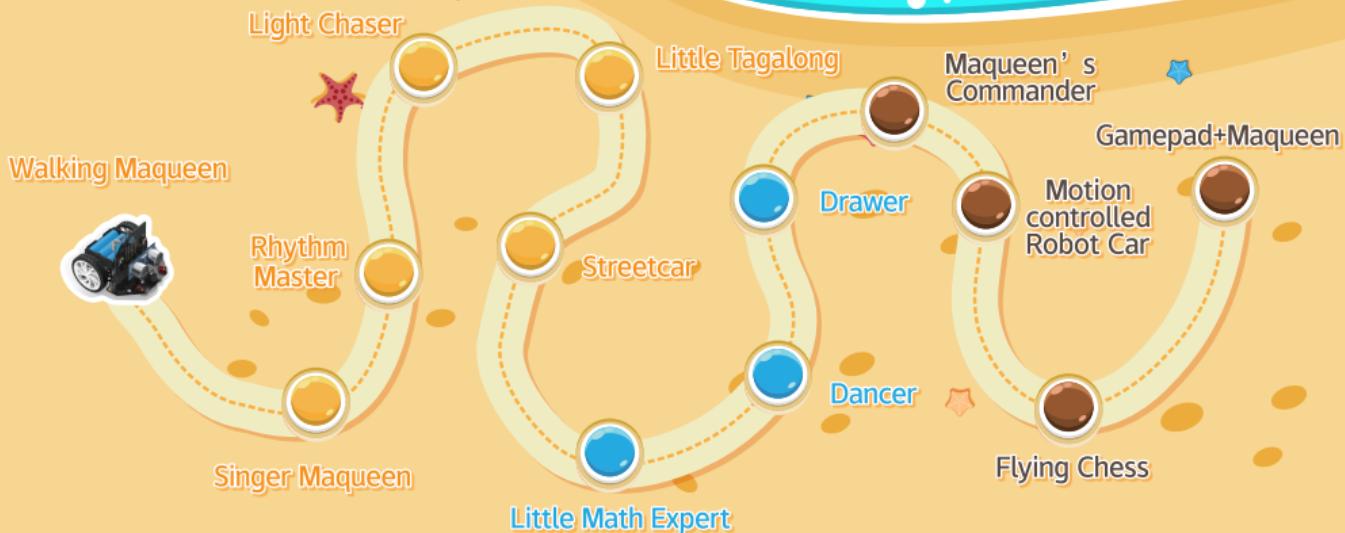


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## Game Map

There are 3 playing modes for Crazy Maqueen, and each mode includes missions with different levels. The further you advance, the harder it will be, challenge now!



Single Player Mode



Interactive Mode



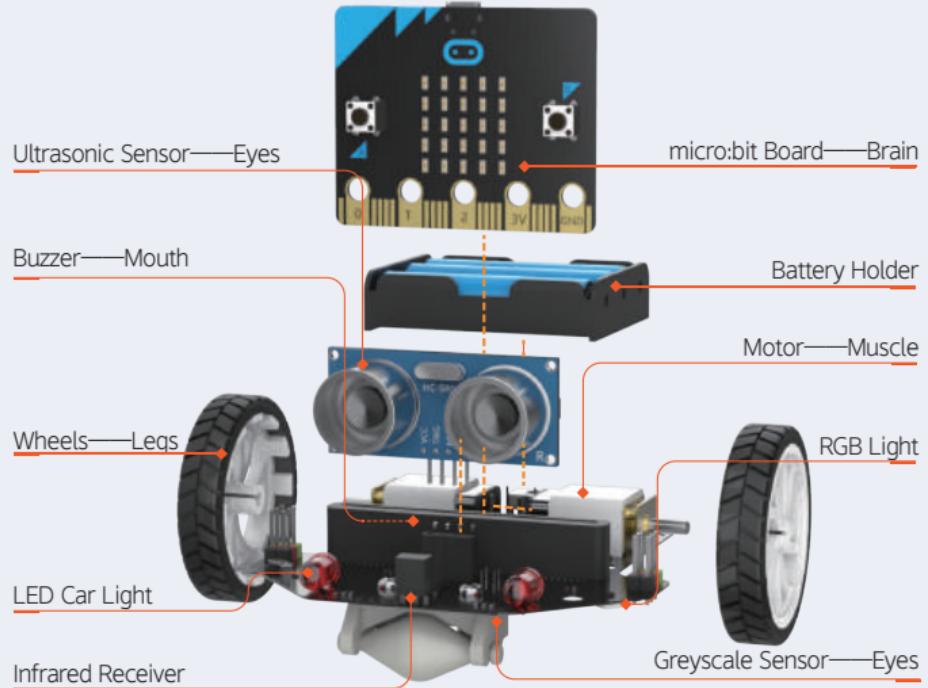
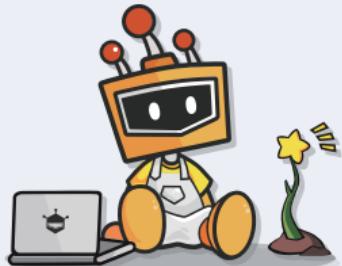
Multiplayer Mode



# Preparation



Let's get to know Maqueen  
and check its equipment  
before we get started.





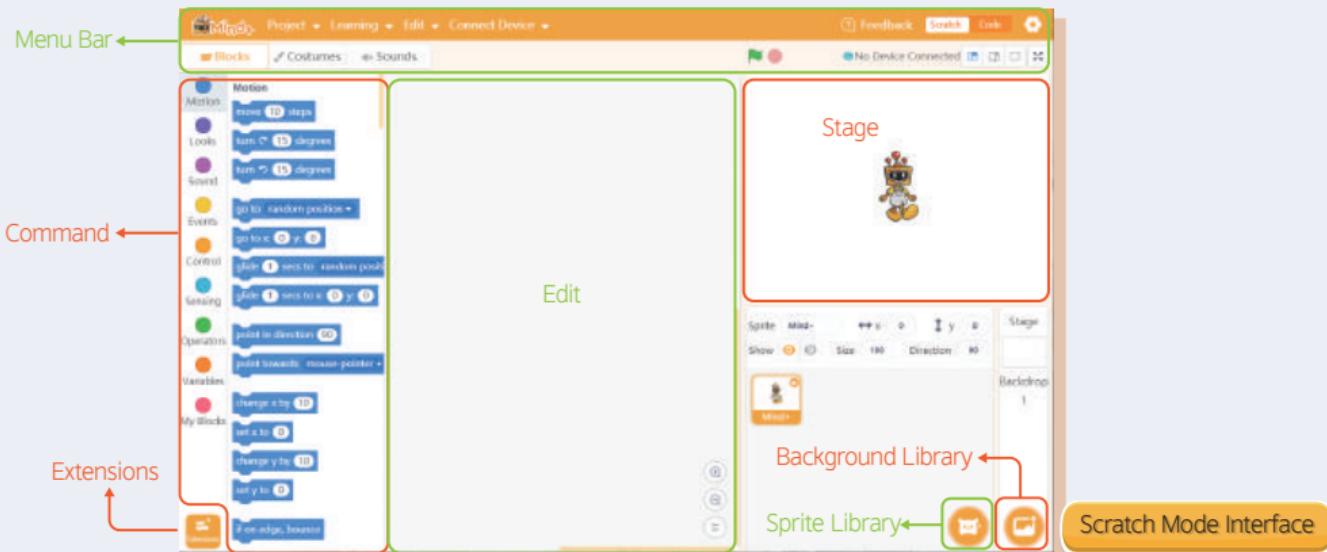
## Preparation



To complete all missions, you must occupy an important commanding base—mind+. Once you get it, you can control Maqueen with ease!

Visit the website as below to get this fantastic assist!

- Click to download: <http://www.mindplus.cc>
- Install mind+ and open it, the following interface will appear.





# Preparation



There are two operation modes in mind+: Scratch and Code. Click the icon at the upper-right corner to switch mode.

- In Scratch mode, Maqueen needs connecting computer all long to interact with Mind+.
- In Code mode, once we upload code to Maqueen, he can run programs independently.

The image shows the mind+ software interface with various components labeled:

- Menu Bar**: Located at the top left, showing the application name "Mind+" and other menu options like Project, Learning, and Connect Device.
- Scratch** and **Code**: Buttons located at the top right for switching between modes. A red arrow points to the "Code" button with the text "Click here to switch mode!".
- Command**: A vertical sidebar on the left containing categories like Control, Operators, Variables, and My Blocks, each with corresponding blocks.
- Extensions**: A section at the bottom left of the command sidebar.
- Edit**: The main workspace where Scratch scripts or Arduino/C code can be edited.
- Auto Generate** and **Manual Editing**: Options for generating code from Scratch scripts.
- Code**: A preview area for the generated code.
- Serial Port**: A preview area for the serial port output.
- Upload**: A button at the top center for uploading code to a device.
- arduino C**: A dropdown menu for selecting the code generation language.
- Feedback**: A link at the top center for providing feedback.
- Code Mode Interface**: A yellow button at the bottom right.



## Single Player Mode Rules



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In this mode, every player needs to accomplish 6 tasks independently.

Players will unlock a piece of basic equipment in each stage.

Command transmission of one-player mode is under the Code mode.





# Maqueen Basic Equipment



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 **Walking Maqueen** 

 Maqueen' s leg and muscle  
—wheel and motor

 **Singer Maqueen** 

 Maqueen' s mouth  
—buzzer

 **Rhythm Master** 

 Maqueen' s leg and muscle  
—wheel and motor

 Maqueen' s mouth  
—buzzer

 **Light Chaser** 

 Light Sensitive Sensor

 **Little Tagalong** 

 Maqueen' s Eyes  
—Ultrasonic

 **Streetcar** 

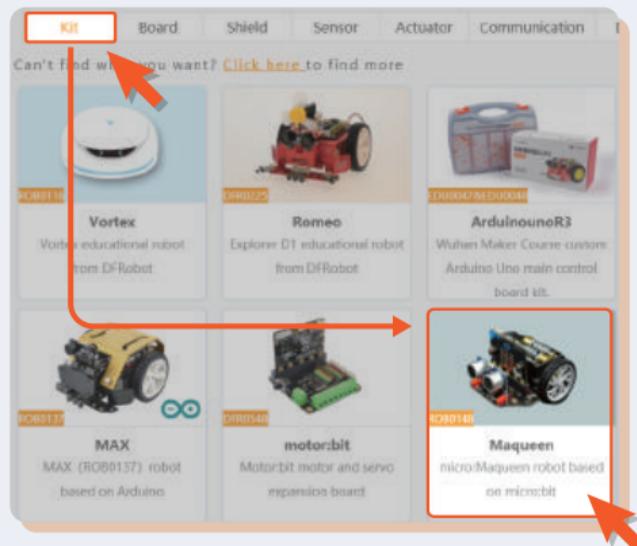
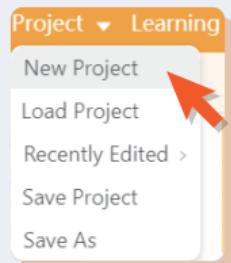
 Maqueen' s Eyes  
—Grayscale Sensor



# Preparation



We need to find the command blocks matched with Maqueen before sending instruction into Maqueen's brain.



1. Click "New Project"

2. Click "Extensions"

3. Click "Kit" -> "Maqueen"



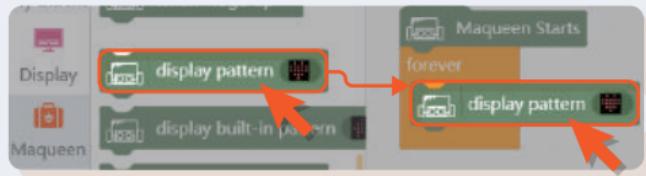
## Preparation



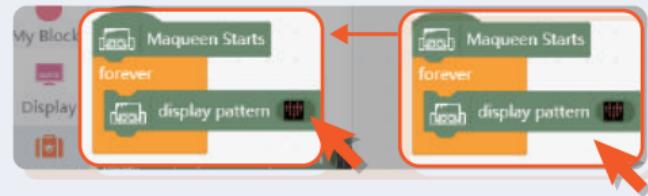
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Master some basic operations of mind+ to make Maqueen come alive.

Operation1: Drag blocks to the edit section to send orders to Maqueen's brain.



Operation2: Drag the block to the left to remove it, or right-click to delete block.





## Preparation

COM24-Microbit ▾

Operation3: Upload the programs we edited to micro:bit as the way shown below.

1. Connect micro:bit to your computer via USB.



2. Connect Maqueen to mind+.

Connect Device ▾

Connect Device

COM8-Microbit

Open Device Manager

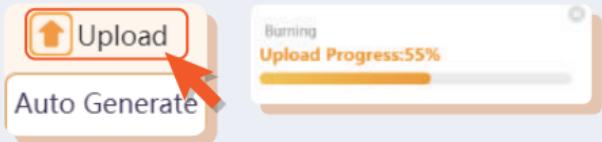
Install SerialPort Driver

\*Click "COMXX-Micro:bit" to connect the device.

COM8-Microbit ▾

\*The Channel's name will be displayed on the menu bar when connected successfully.

3. Upload programs to micro:bit

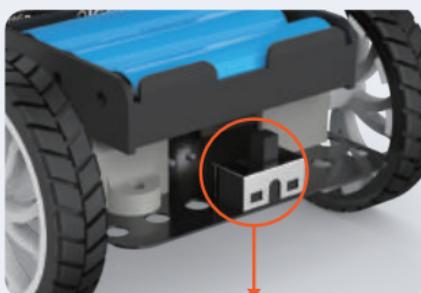


\*Click "Upload"

\*When the progress bar reaches 100%, the update is done.

4. Wake up Maqueen

\*When the command transmitted, turn on the power switch on Maqueen's body to wake up Maqueen.



Turn on the power switch



# Walking Maqueen

## ★)) Task :

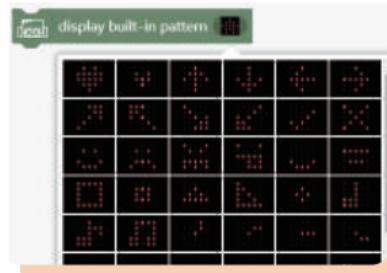
Let Maqueen walk along a square.



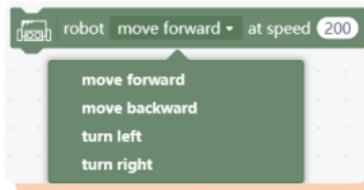
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## ★)) Command Skills:

Display built-in pattern block: select different built-in patterns to turn Maqueen into a living emoji.



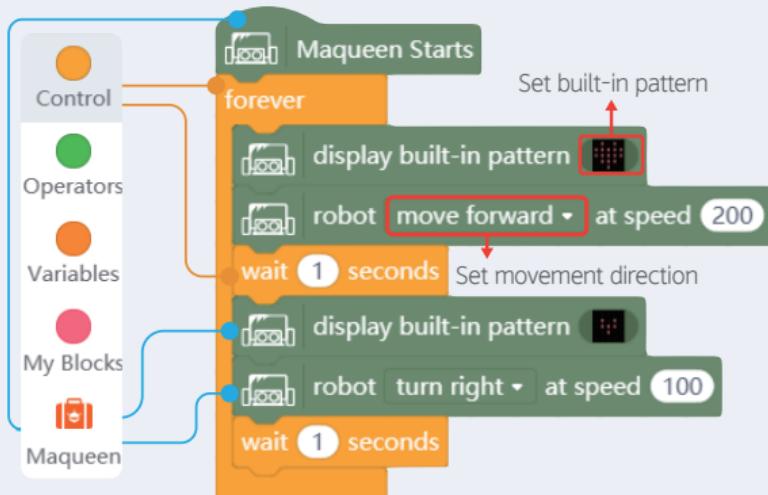
Movement control block: control Maqueen's movement in different directions.





# Walking Maqueen

## Command Connection



The Scratch script consists of a green **forever** loop. Inside the loop, the **Maqueen Starts** hat block is followed by a **display built-in pattern** block (with a 4x4 grid icon). This is followed by a **robot move forward ▾ at speed [200]** block and a **wait [1] seconds** block. The **wait** block has a red callout "Set movement direction". The next iteration of the loop begins with another **display built-in pattern** block (with a 2x4 grid icon) and a **robot turn right ▾ at speed [100]** block. This is followed by another **wait [1] seconds** block. The **Control** blocks on the left side of the stage are used to start and stop the script.

\*Hint: let Maqueen move forward and then change direction. Once you adjust the speed and time patiently, you can make it drive along a perfect square.



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## Hidden Level:

Challenge the hidden level!  
Switch to different emojis and revise routine to make Maqueen walk like a catwalk model.





## Singer Maqueen

### Task:

Make Maqueen sing the song Twinkle, twinkle, little star .



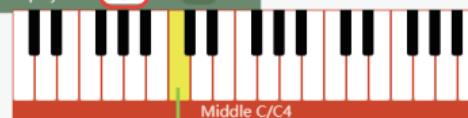
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### Command Skills:

Music Play Command: select different beats and notes and turn Maqueen into a singer.

Click here and you will see a piano keyboard.

pin P0 play note 0 for 1 beat



Click the keyboard to choose notes.

The Music Score Twinkle, twinkle, little star

#### Twinkle Twinkle Little Star

Twin-kle, twin-kle, lit - tie star, how I won-der what you are!



# Singer Maqueen

## Command Connection

The Scratch script starts with a green **Maqueen Starts** hat block. It begins with a **wait [1 second]** block, followed by a **forever** loop. Inside the loop, there is a **display built-in pattern [ ]** block, which is connected to a **pin P0 play note [Low C/C3] for [1 beat]** block. This sequence is repeated seven times. Finally, the loop ends with another **pin P0 play note [Low C/C3] for [2 beats]** block.

Control  
Operators  
Variables  
My Blocks  
Maqueen

Maqueen Starts

wait [1 second]

forever

display built-in pattern [ ]

pin P0 play note [Low C/C3] for [1 beat]

pin P0 play note [Low C/C3] for [1 beat]

pin P0 play note [Low C/C3] for [1 beat]

pin P0 play note [Low C/C3] for [1 beat]

pin P0 play note [Low C/C3] for [1 beat]

pin P0 play note [Low C/C3] for [1 beat]

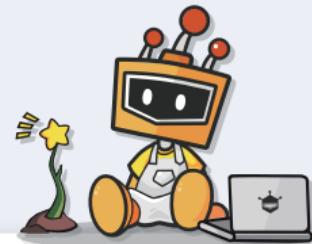
pin P0 play note [Low C/C3] for [2 beats]

Hint: the quarter note is for 1 beat and the half note is for 2 beats.

Compose the part Twinkle, twinkle, little star according to the music.



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## Hidden Level:

Challenge the hidden level!  
Try different notes and beats, Maqueen can sing all kinds of songs for you!

We wish you a Merry Christmas



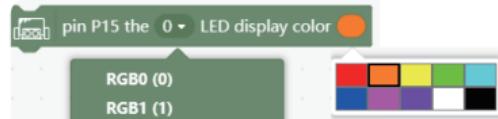
# Rhythm Master

## ★)) Task:

Switch Maqueen among lighting engineer, singer and dancer smoothly.

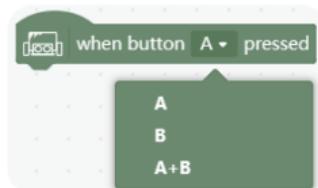


Command to Light ON. Choose RGB light and color to make Maqueen display various shining effects.



## ★)) Command Skills:

Button Command: Select different keys to start the programs of Maqueen.



Sound Command: select different sounds to play in Maqueen.



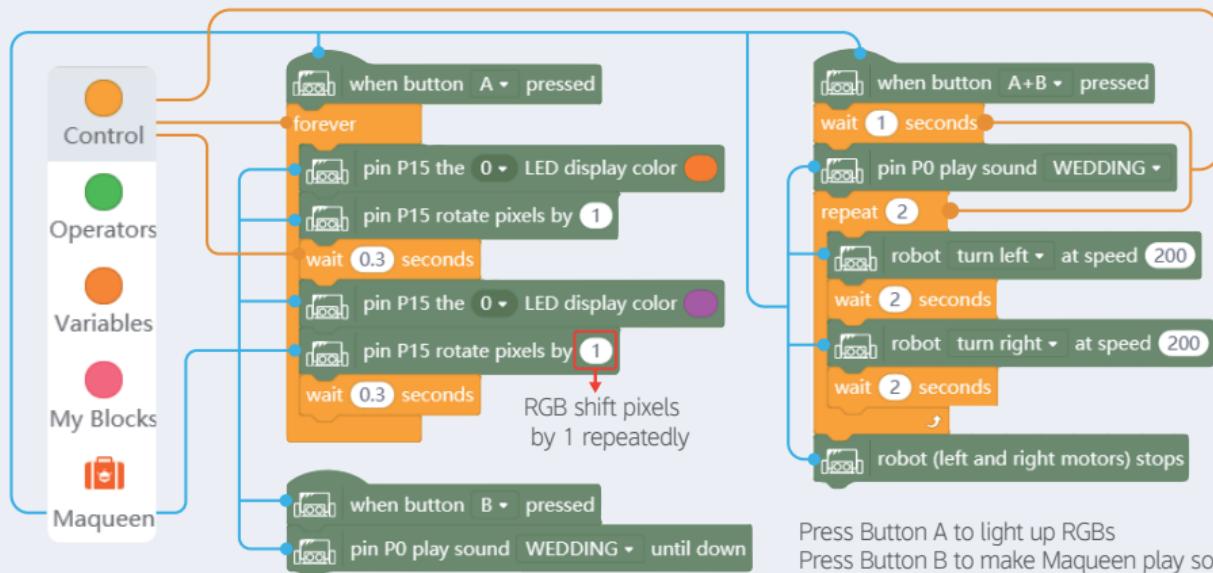


# Rhythm Master



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## Command Connection



Press Button A to light up RGBs

Press Button B to make Maqueen play sound

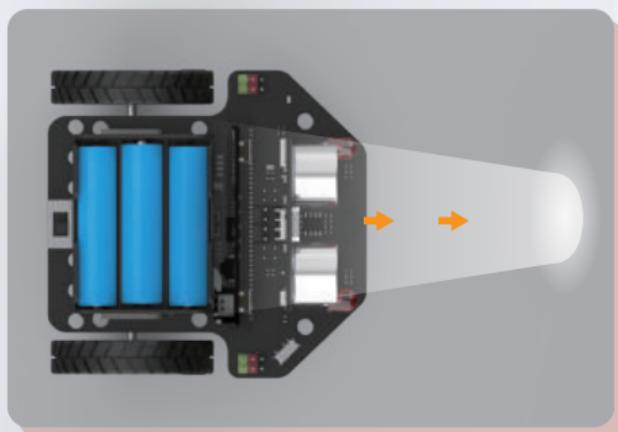
Press Button A and B to move Maqueen



# Light Chaser

## ★ )) Task

Maqueen likes light very much, let's help him to become a light chaser.



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## ★)) Command Skills

">" Operator: set the intensity range of ambient light



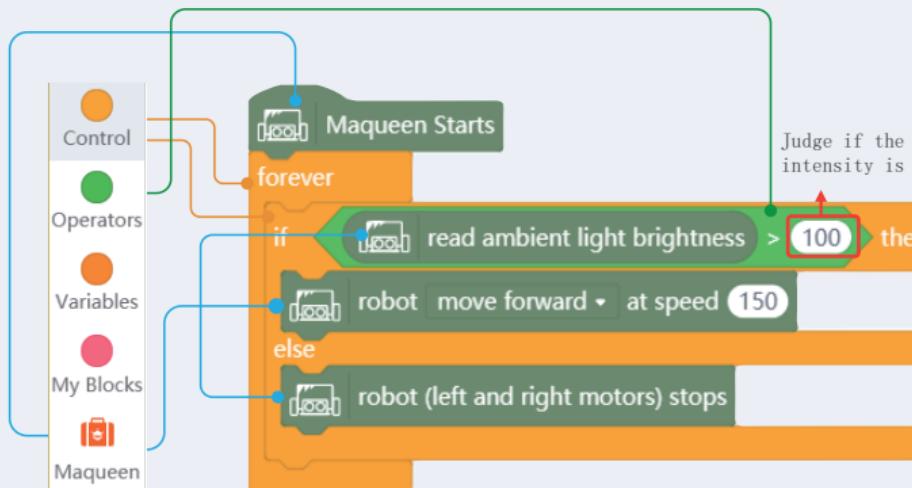
Read Ambient light Command: output the intensity value of ambient light

 **read ambient light brightness**

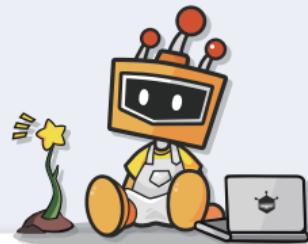


# Light Chaser

## Command Connection



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### Hidden Level

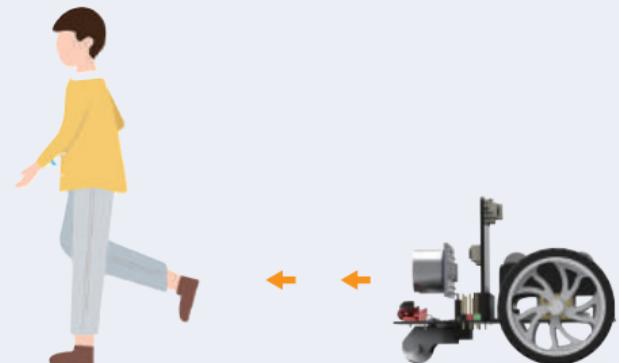
Challenge the hidden level!  
The light chaser will follow light, but what if we turn Maqueen into a light avoiding robot, how to realize that?



## Little Tagalong

### ★)) Task

Let Maqueen follow your steps..



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### ★)) Command Skills:

Variable Command: a box to store data of all kinds (usually, changing data).

Here, the variable is used to store the distance value of ultrasonic.

#### Make a Numeric Variable

```
D  
set D to 0  
change D by 1
```

Read Ultrasonic Value Command: store the distance value the sensor detected.

```
read (P1,P2)ultrasonic sensor (cm)
```

"and" Operator: only when the left and right conditions are both true, Maqueen can be started.

```
and
```

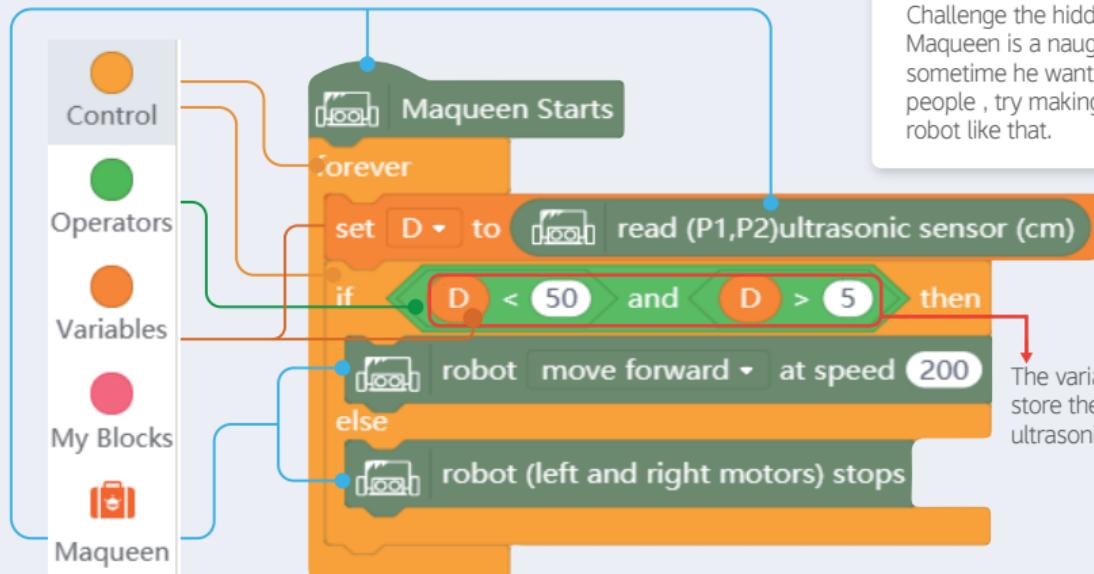


# Little Tagalong



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## Command Connection



### Hidden Level:

Challenge the hidden level!  
Maqueen is a naughty robot,  
sometime he wants to avoid  
people , try making a Maqueen  
robot like that.

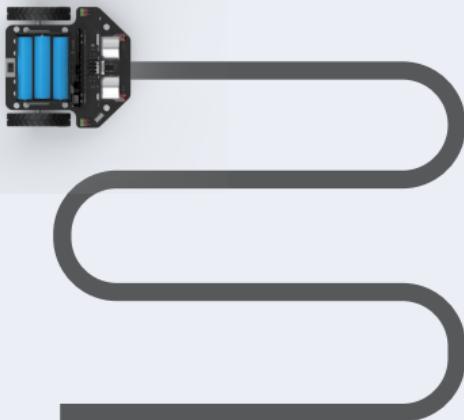
The variable D is used to store the distance value the ultrasonic detected.



## Streetcar

### ★)) Task:

Let Maqueen drive along the black line, like a streetcar.



Hint: the black line should be wide enough so that the left and right greyscale sensors can be both on the line.



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### ★)) Command Skills:

" = " Operator: check if the first value is equal to the other value. Here, we use it to judge if the value read by the line-tracking sensor is equal to the given value.



Read grayscale sensor: read the value of the line-tracking sensors, and let Maqueen find the position of the track.



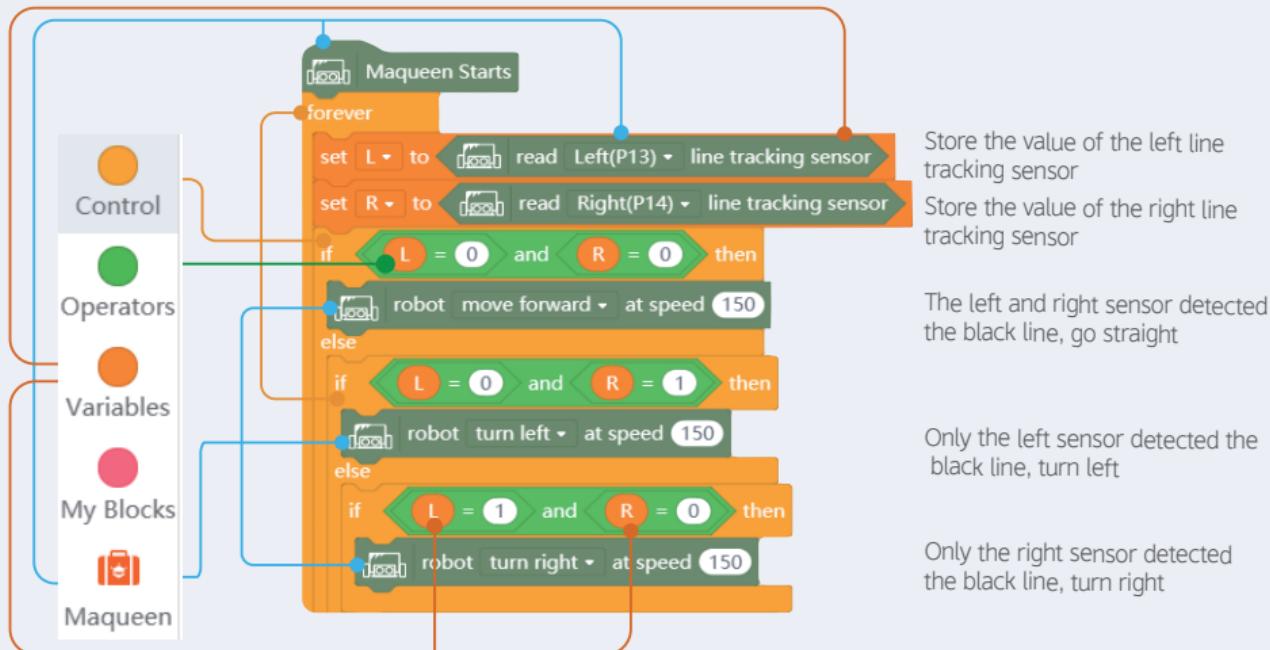


# Streetcar



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## Command Connection



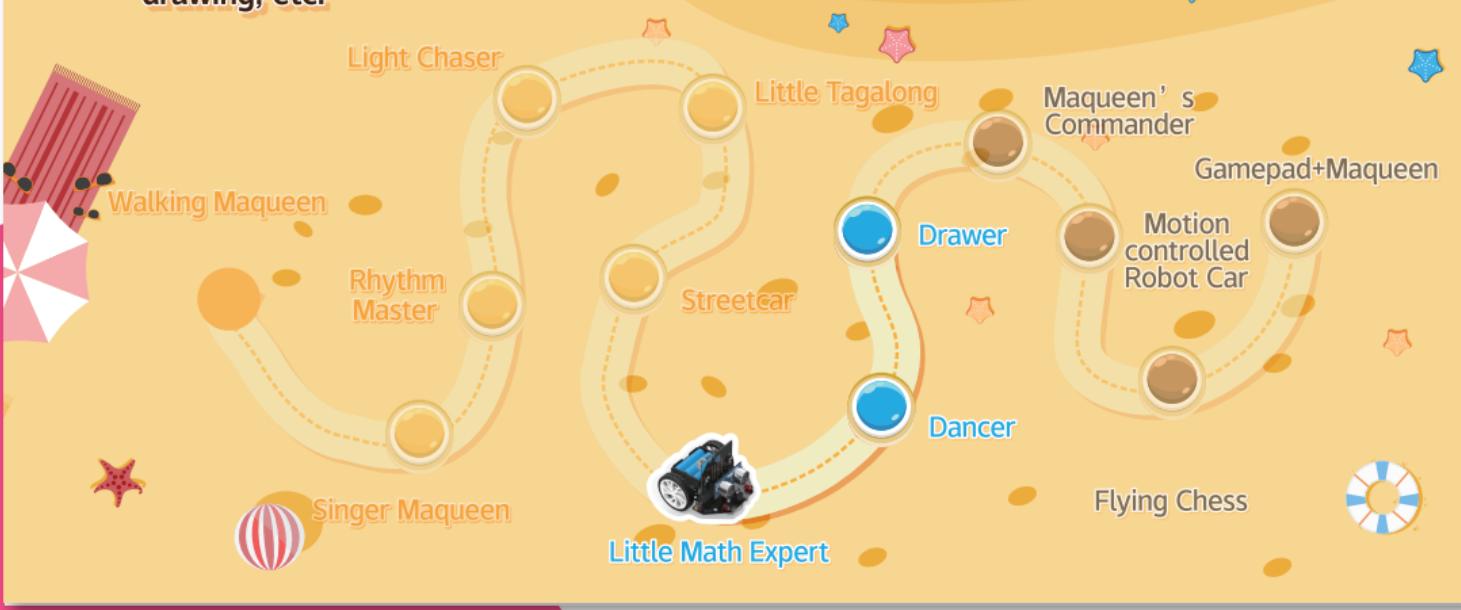


## Interactive Mode Rules

- In this level, Players need to complete 3 tasks under Scratch Mode.
- Use Maqueen' s brain micro:bit to unlock more tools like calculating, drawing, etc.



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# Mind+ Programming



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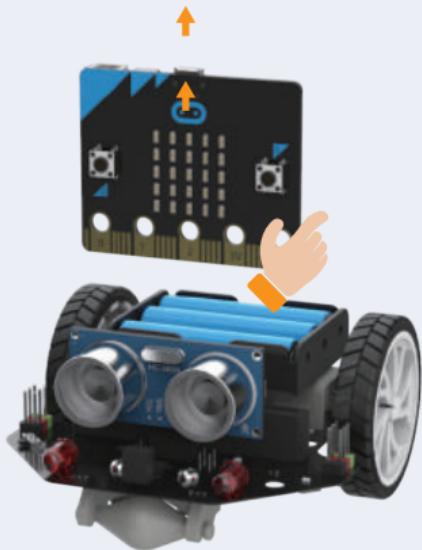




## Preparation

### Step 1: Prepare a micro:bit

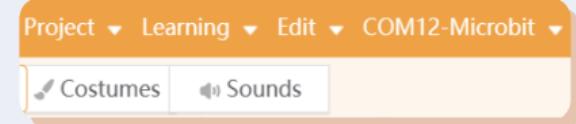
Unplug the micro:bit from Maqueen. We will only need to use the micro:bit board in interactive mode.



### Step 2: Connect micro:bit to mind+

1. Find the blocks related to Maqueen in Extensions of mind+.

2. Click "COMXX-Micro:bit" to Connect micro:bit to computer.



3. When connected, calibrate the compass of micro:bit as the note; click "Operation Demonstration" to watch the calibration tutorial.

#### Note

Hold the micro:bit horizontally and tilt it on the spot trying to fill in the screen to calibrate its compass

[Operation Demonstration](#)





## Preparation

### Step 3: Design a sprite

#### Draw a new sprite



1. Select "Paint" in the sprite library

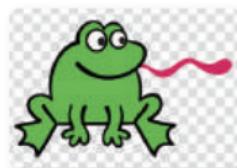
2. Use tools in toolbar to draw a sprite

#### Toolbar



1. Pick a sprite from the library

2. Switch to "Costumes"



3. Use the toolbar to revise the sprite

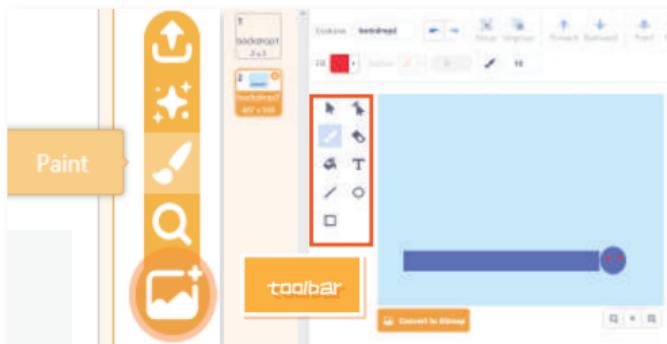


## Preparation



### Step 4: Stage design

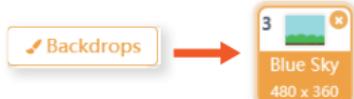
#### Draw a new background



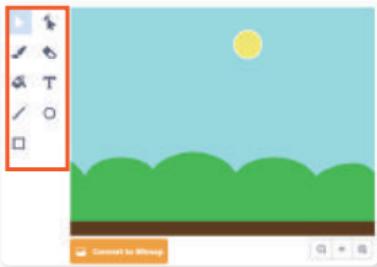
Select "paint" in the background library

Use tools in toolbar to draw background

#### Revise the existing background



1.Enter background library



2.Pick a background from the library

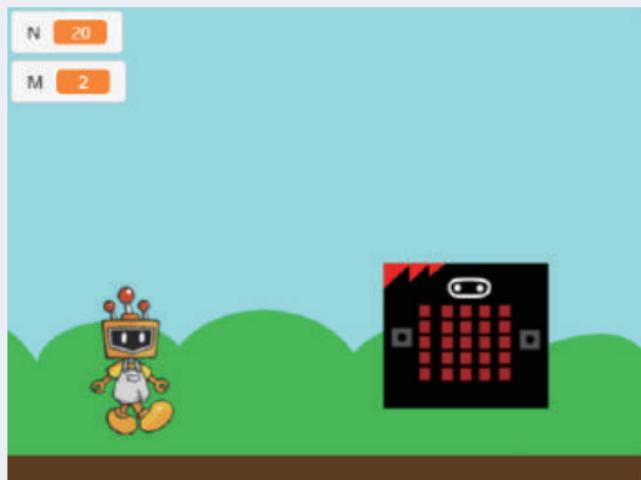
3.Use toolbar to revise the background



# Little Math Expert

## Task:

Calculate: if one is planting trees on a road of  $N$  meters at a  $M$  meters distance, then how many trees are needed?



## Design stage and sprite

### 1. Choose stage background



Open background library



select "blue sky"

### 2. Choose a sprite

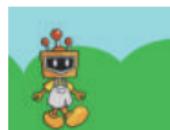


Open sprite library



Select "Mind+"

### 3. Place "Mind+" to a proper position



X -178

y -93

1. Drag the sprite to the proper position of the stage

2. Check the sprite's position on the coordinates here.



# Little Math Expert



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## ★)) Command Skills:

Event block: scripts that wear this block will activate once the Green Flag has been clicked.

when clicked

---

Say...block: design dialogues for the sprite

say **Hello!** for **2** seconds

Operators block: solve simple math questions and pave the way for Maqueen to become a math expert.

mod

---

Display text block: display number or letter on micro:bit board

display **hello world**



# Little Math Expert



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## ★)) Commands for Reference

Set N and M to arbitrary values, when N divided by M gives a remainder of 0, then the correct answer will be obtained, otherwise, revise the value of M to try again.

Click the green flag to start  
the programs.



```
when green flag clicked
  set [N v] to [20]
  say [Plant trees on the road of N meters] for [2] seconds
  set [M v] to [6]
  say [The distance between trees is M meters] for [2] seconds
```

```
when button A pressed
  if [N mod M = 0] then
    set [The number of trees v] to [N / M + 1]
    display [The number of trees]
    wait [1] seconds
    say [The number of trees] for [2] seconds
    say [Mqueen, did you know the right answer?] for [2] seconds
  else
    display built-in pattern [grid]
    say [You can plant more trees by changing the value of M.] for [2] seconds
```



## Dancer

### Task:

Let the ballerina dance under the control of micro:bit!



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### Design stage and sprite

#### 1. Select stage background



Theater

Open background library

Select "Theater"

#### 2. Select sprite



Ballerina

Open sprite library

Select "Ballerina"



## Drawer



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### ★) Command Skills:

Costumes design block: when there are several costumes for a sprite, use this block to display one of them.

switch costume to Ballerina-a ▾

Switch to next costume block: let the sprite switch to next costume

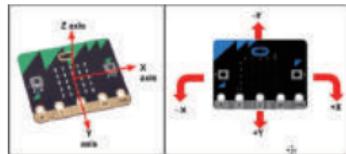
next costume



Select a sprite   Click Costumes   Check all costumes of the sprite

Read acceleration block: read acceleration in the direction of X, Y, Z and the shaking strength

read acceleration x ▾  
x  
y  
z  
strength



Pick random () to (): pick a number randomly ranging from the first given number to the second.

pick random 1 to 10

Motion block: move its sprite steadily to the specified X and Y position within given seconds.

glide 1 secs to x: -60 y: 19



## Drawer



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### ★)) Commands for Reference

Read the acceleration variation of micro:bit on X axis at one second intervals. If the variation is over 100, the ballerina starts dancing. Use motion block to let the girl dance on the stage freely.

```
when green flag clicked
  go to x: -5 y: -39
  switch costume to Ballerina-a +
  set size to (100) %
forever
  set [acceleration X v] to [0]
  read acceleration [x v]
  wait (1) seconds
  set [variation of acceleration X v] to [0]
  read acceleration [x v]
  if [variation of acceleration X v - acceleration X v > (100)] then
    say [variation of acceleration X v - acceleration X v] for (2) seconds
```

Continuation

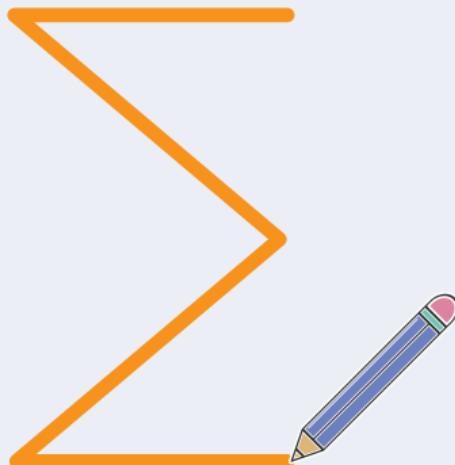
```
repeat (4)
  next costume
  wait (1) seconds
  set [stage X v] to [pick random (-100) to 93]
  set [stage Y v] to [pick random (-72) to -10]
  glide (1) secs to x: [stage X v] y: [stage Y v]
```



## Drawer

### ★)) Task:

Use micro:bit to control the paint in the stage.



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### ★)) Design stage and sprite

#### 1. Select stage background



1. Open background library

Select "blue sky"

#### 2. Select a sprite



Open sprite library

Select "pencil"  
(search by name at the upper-left corner)

#### 3. Revise the center of the sprite "Pencil"



2. Switch to  
Costumes

Costumes



1. Select the  
sprite pencil

3. Select the pencil, move the  
pencil tip to the central position



## Drawer



### ★)) Command Skills:

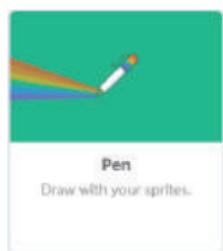
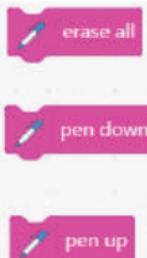
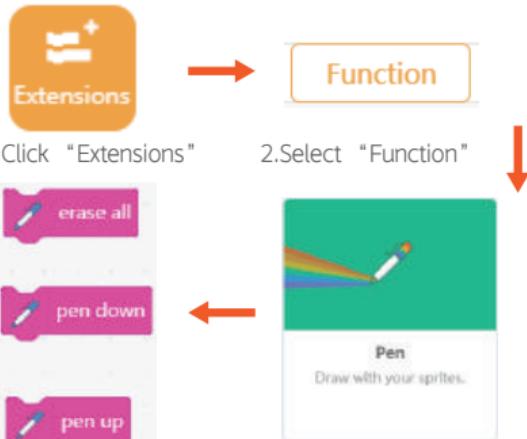
Motion Command: set the sprite's position and movement.



Gesture Command: set the gesture of micro:bit, and use it to control the state of the pencil and drawing path.



Pen Command: set the state of the pencil; erase all, pen down/up, set the color of the pen, etc.





# Drawer



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## ★)) Commands for Reference

When micro:bit tilts to left, the pencil draws a oblique line towards the upper left section; when micro:bit tilts to right, the pencil draws a horizontal line towards the right section; when holding micro:bit vertically, the pen draws a downward vertical line.

```
when green flag clicked
  [erase all v]
  go to x: -54 y: 62 [Set the starting point v]
  forever
    if [tilt to left v] then
      [pen down v
      move (3) steps v
      point in direction (-60) v
      pen up v]
    end
    if [tilt to right v] then
      [pen down v
      move (3) steps v
      point in direction (90) v
      pen up v]
    end
end
```

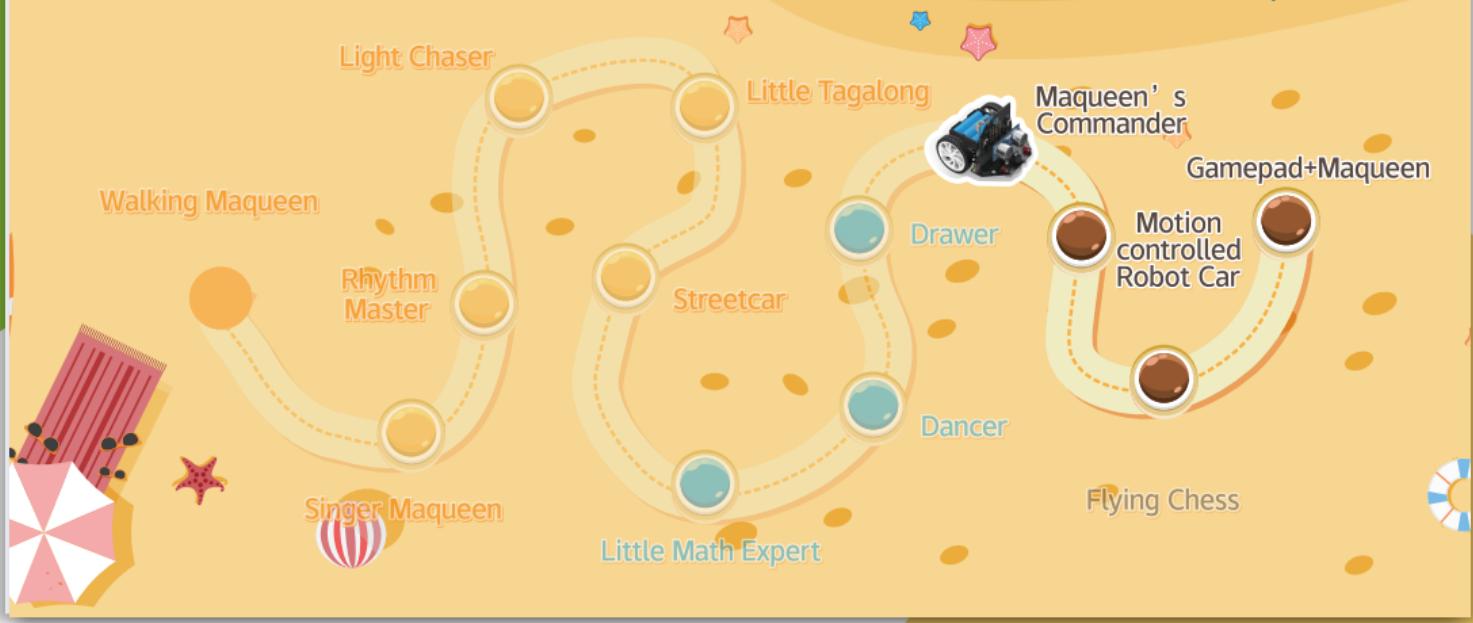
## Continuation

```
if [tilt to left v] then
  [pen down v
  move (3) steps v
  point in direction (180) v
  pen up v]
end
if [tilt to right v] then
  [pen down v
  move (3) steps v
  point in direction (90) v
  pen up v]
end
```



## Multiplayer Mode

- Cooperate with your teammates to complete the missions.
- You could utilize external equipment to accomplish all of the tasks.



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## Unlock Extra Equipment



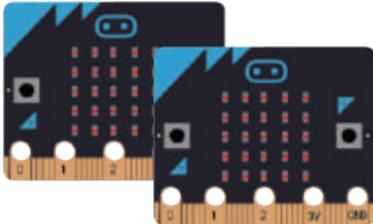
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### 🎮 Maqueen's Commander



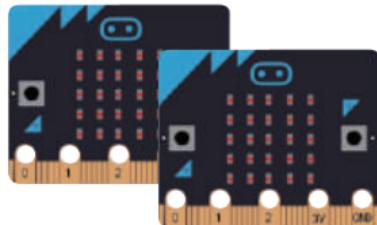
IR Remote Controller

### 🎮 Motion-controlled Robot Car



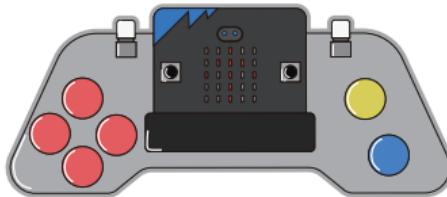
Double Micro:bit Boards

### 🎮 Flying Chess



Double Micro:bit Boards

### 🎮 Remote Control Car



Micro: Gamepad



# Maqueen's Commander

## Task:

Use IR Remote controller to control Maqueen's movement in Code Mode.



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## Command Skills:

### IR Command:

when received infrared signal

read(P16) infrared signal

Receive and read the value of IR signal, set push-button to control Maqueen.

### Serial Print Command

serial output hello in string , Wrap

Serial print is a way to check data in real time. Connect micro:bit to a computer to check the data on serial port, and the connection should not be interrupted.

Maqueen Starts  
 forever  
 serial output hello in string , Wrap

Upload

1.Serial Print "Hello"



2.Upload Programs



3.Open Serial Port

4.Display Data on Serial Port



# Maqueen's Commander



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## ★ Commands for Reference

Press down button 2,8,4,6,5 to make Maqueen car move forward, move backward, turn left, turn right, and stop.

when received infrared signal  
if [read(P16) infrared signal = 119 then  
 display built-in pattern [ ]  
 robot move forward [at speed 150]  
end  
if [read(P16) infrared signal = 103 then  
 display built-in pattern [ ]  
 robot move backward [at speed 150]  
end

Press down "2" , Maqueen moves forward  
Press down "8" , Maqueen moves backward

### Continuation

if [read(P16) infrared signal = 215 then  
 display built-in pattern [ ]  
 robot turn left [at speed 150]  
end  
if [read(P16) infrared signal = 151 then  
 display built-in pattern [ ]  
 robot turn right [at speed 150]  
end  
if [read(P16) infrared signal = 87 then  
 display built-in pattern [ ]  
 robot (left and right motors) stops  
end

Press down "4" , Maqueen turns left  
Press down "6" , Maqueen turns right  
Press down "5" , Maqueen stops.

\*Hint: you must know the key value of the IR remote controller before using it to control Maqueen.

Get the key value through the serial port:

Button 2=119; Button 8=103;

Button 4=215; Button 6=151;

Button 5=87.



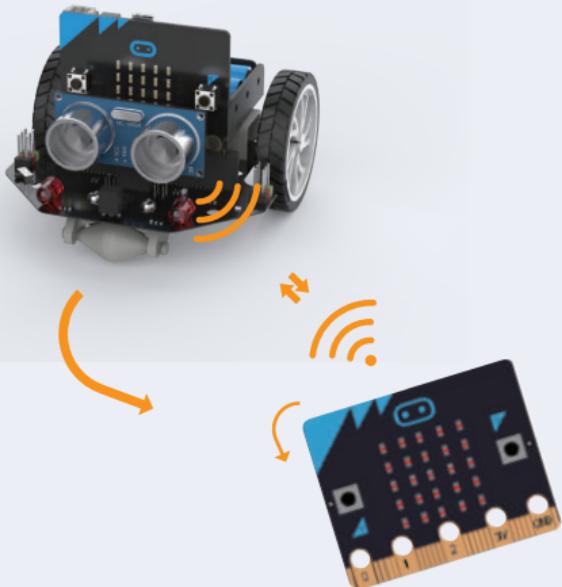
# Motion-controlled Robot Car



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## Task:

In Code mode, Maqueen turns left and right as the micro:bit tilts to left/right.



## Command Skills

Wireless Communication Skills: enable/disable wireless communication; set wireless channel(only when your device is on the same channel, can it receive/transmit data); Let Maqueen moves as your micro:bit says !

set wireless channel to 7

turn on wireless communication

send string hello via wireless

when received wireless data

receive data via wireless

Clear Screen Command: initialize LED matrix display.

clear all dot matrixes



# Motion-controlled Robot Car



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## ★)) Micro:bit Commands for Reference:

Send information to Maqueen by changing the gesture of micro:bit.

```
micro:bit starts
turn on + wireless communication
set wireless channel to 7 Set wireless channel to "7"
clear all dot matrixes
forever
  if current state face up ? then
    display built-in pattern [F pattern]
    send string F via wireless
  end
  if current state face down ? then
    display built-in pattern [B pattern]
    send string B via wireless
end
```

### Continuation

```
if current state tilt to left ? then
  display built-in pattern [L pattern]
  send string L via wireless
Send "L" via wireless when
micro:bit tilt to left

if current state tilt to right ? then
  display built-in pattern [R pattern]
  send string R via wireless
Send "R" via wireless when
micro:bit tilt to right

if current state logo up ? then
  display built-in pattern [S pattern]
  send string S via wireless
Send "S" via wireless when
micro:bit logo up
```



# Motion-controlled Robot Car



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## ★)) Commands for Reference:

When Maqueen received the wireless data from micro:bit, he will move forward/ backward or turn left/right as the gesture of micro:bit changes.

```
when [Maqueen Starts]
  [turn on wireless communication]
  [set wireless channel to 7]
  [clear all dot matrixes]
end
```

Set wireless channel to "7"

```
when received wireless data [F]
  [display built-in pattern F]
  [robot move forward at speed 120]
when received wireless data [B]
  [display built-in pattern B]
  [robot move backward at speed 120]
```

### Continuation

```
if [receive data via wireless = L] then
  [display built-in pattern L]
  [robot turn left at speed 120]
if [receive data via wireless = R] then
  [display built-in pattern R]
  [robot turn right at speed 120]
if [receive data via wireless = S] then
  [display built-in pattern S]
  [robot (left and right motors) stops]
```



# Flying Chess

## Task:

In Code Mode, let two micro:bit boards communicate with each other. Hold one micro:bit board and shake it, then you get a number, Maqueen will go forward for certain seconds accordingly.



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## Command Skills

Block Command: define a block to distinguish functions, and make your codes more clear.

define Send number 1 to 6 via wireless

Send number 1 to 6 via wireless



## String Transformation:

It can convert string (a type of data) into number. Use this command to transform the received wireless data (string type) to number.

convert string 123 to Integer ▾

Integer

Decimal



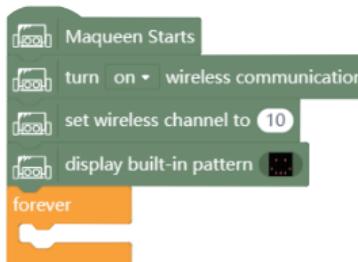
# Flying Chess



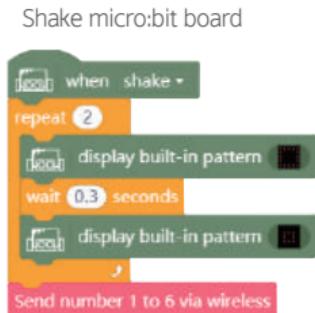
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## ★)) micro:bitMicro:bit Commands for Reference:

Take the micro:bit in your hands as a controller for sending signal. Set the instructions to be sent and shake the micro:bit, then it will transmit a random number between 1 and 6 to Maqueen.



Set wireless channel to "10"



Call the defined function

Define the function





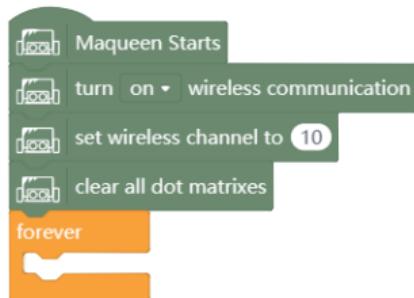
# Flying Chess



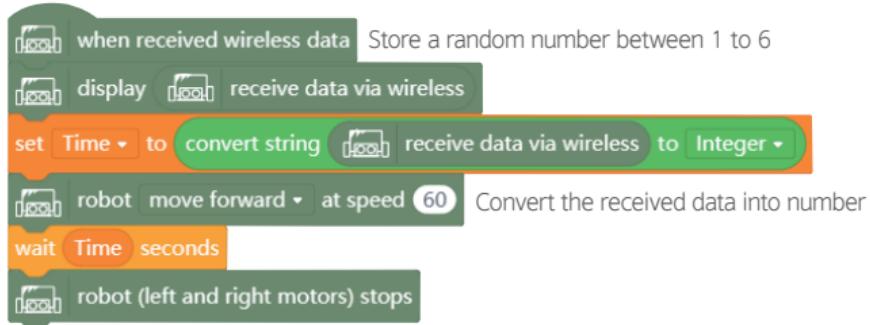
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## ★) Commands for Reference:

Maqueen will receive signal from another micro:bit and perform the command. Maqueen advances for certain seconds according to the number it received.



Set wireless channel to "10"





## Gamepad + Maqueen

### Task:

Use Gamepad to control Maqueen in Code mode.



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### Command Skills

Read Digital Pin Command: read the digital pins on micro:bit board. Some of the pins are related with button on the gamepad.

read digital pin P13

Analog Pin Output Command: set the output of analog pin on micro:bit to start the vibration motor.

analog pin P0 output 666

\*Hint: to start the gamepad, you have to find the micro:bit command in Extensions.



Board



Click "Extensions" Select Board

Select micro:bit



# Gamepad + Maqueen



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## ★ Gamepad Commands for Reference:

Turn on wireless communication, send signal from Gamepad to Maqueen.

Receive the feedback from Maqueen. If the distance between Maqueen and the obstacle is smaller than 12cm, the vibration motor on the gamepad will be started.

Continuation

```
micro:bit starts
turn on wireless communication
set wireless channel to 11 Set wireless channel to "11"
clear all dot matrixes
forever
if read digital pin P8 = 0 then
    display built-in pattern
    send string F via wireless
Press down "UP" to
send "F" via wireless
```

```
if read digital pin P13 = 0 then
    display built-in pattern
    send string B via wireless
Press down "DOWN" to
send "B" via wireless

if read digital pin P14 = 0 then
    display built-in pattern
    send string L via wireless
Press down "LEFT" to
send "L" via wireless
```

Continued on the next page



## Gamepad + Maqueen



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### ★)) Gamepad Commands for Reference:

Continued from  
the previous page

```
if [read digital pin P15 v] = [0] then
  [display built-in pattern v]
  [send string R via wireless]
  if [read digital pin P1 v] = [0] then
    [display built-in pattern v]
    [send string S via wireless]
```

Press down "RIGHT" to send "R" via wireless  
Press down "X" to send "S" via wireless

```
when received [vibrating v]
  if [wireless data v] = [Vib] then
    [analog pin P12 v output 500]
  if [wireless data v] = [Stop] then
    [analog pin P12 v output 0]
```

The Gamepad vibrates when receiving the signal "Vib"  
The Gamepad stops vibrating when receiving the signal "STOP"



# Gamepad + Maqueen



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## ★)) Maqueen Commands for Reference:

Maqueen moves forward/backward, turn left/right or stop when it received signal from the gamepad.  
If there are obstacles ahead, Maqueen will send feedback to the gamepad.

[Maqueen Starts]  
turn on + wireless communication  
set wireless channel to 11 Set wireless channel to "11"  
clear all dot matrixes

forever  
if read (P1,P2)ultrasonic sensor (cm) < 12 then  
send string Vib via wireless Send "Vib" via wireless.  
else  
send string Stop via wireless Otherwise, send "STOP" via wireless.

when received wireless data  
if receive data via wireless = "F" then  
display built-in pattern Maqueen moves forward  
robot move forward \* at speed 120 when receiving "F"

if receive data via wireless = "B" then  
display built-in pattern Maqueen moves backward  
robot move backward \* at speed 120 when receiving "B"

Continued on the next page



## Gamepad + Maqueen



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### ★)) Maqueen Commands for Reference:

Continued from  
the previous page

```
if [receive data via wireless v] = "L" then
  [display built-in pattern v]
  [robot turn left v at speed 120]
end

if [receive data via wireless v] = "R" then
  [display built-in pattern v]
  [robot turn right v at speed 120]
end

if [receive data via wireless v] = "S" then
  [display built-in pattern v]
  [robot (left and right motors) stops]
end
```

Maqueen turns left when receiving "L"

Maqueen turns right when receiving "R"

Maqueen stops when receiving "S"



## Gamepad + Maqueen

- ★)) Upload the codes to gamepad and Maqueen, turn on the power switch of Maqueen.  
Now you can use gamepad to control Maqueen!  
How about designing a complicated track and letting Maqueen drive on it!  
Come and challenge now.

