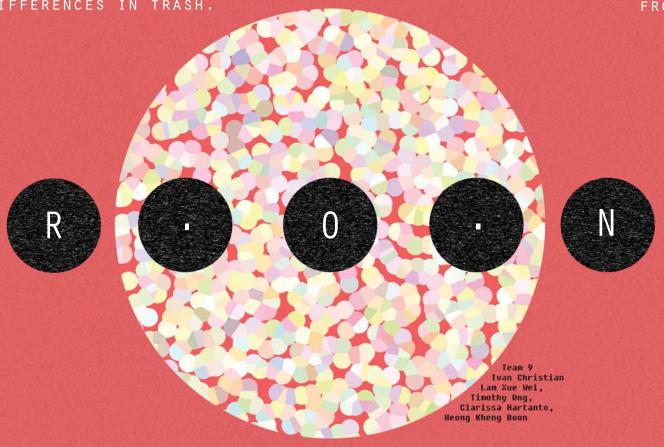# Problem

Current unpopular status of recycling in the mindset of most individuals in society, where constant reminders and initiatives are required to push people to doing the neccessary actions regarding the differences in trash.

Solution

We aim to portray the concept of recycling in a positive light by employing the classic technique of applying education to games. This game however, utilises toys which people interact with and hopefully learn from.

R . O . N

Team 9
Ivan Christian
Lam Xue Wei,
Timothy Ong,
Clarissa Hartanto,
Heong Kheng Boon

How to use:

1. Open the game
2. fill particulars*
3. Press start
4. Play the game**
5. Move the bot
6. Sort the materials

*When the GUI is open, Users can log in, select the level difficulty and observe their progress.

**Movement with W(forward), A(Left), S(Backward) and D(Right)

Schematics:

Virtual:
Thymio sprite should chase after and clear and sort the trash from the play area, which will vary with different levels.

Real:
The Thymio, connected to an Rpi powered by a portable battery is remotely controlled through firebase

8 x 8

Benefits:

With a game interface centralised on the user experience, it hopes to be as intuitive as possible regarding learning and promoting a positive experience, reducing apathy towards recycling.