SIXTEEN CAR PROJECT: RAINBOW

Guobin Liang, Yuhan Dong, and Gang Hu

Overview:

Our car RAINBOW will be competing in both the Perfect SIXTEEN contest and the categorical contest. Our SIXTEEN car has the original functions such as turn right, turn left, drive straight far, and drive straight close. We also make sure the car's wire is very neat and clear.

Ideas and Process:

For the basic function of the car, we just used the original code that were given and written throughout the semester. To print out the pictures on the screen of MKII, we looked at how the testing code was written for the energia logo, and made modifications from that point onwards.

https://energia.nu/guide/tutorials/boosterpacks/tutorial_edumkii/edumkii_examples/edumkii_lcd_screen_logos/

Since we had trouble turning the png files into the c-array, we ended up creating our own image from scratch. The most significant picture is the rainbow picture with "Go Bears!" printed.

Visual:

The idea behind our visual is from the movie up. A journey took place inside the rainbow house finally reaching and revealing the secrets of the house. It is a fantasy story where you will go through different lands and meeting different people. Sort of like an rpg game trailer, but the final reward is the SIXTEEN car.

Video Link: https://youtu.be/y5NlYCe1fhc