

# Wall - E Robot

## Project Description

This project brings to life a miniature version of the iconic Wall-E, a beloved character from the Pixar universe. This IoT-enabled robot is designed to interact with its environment, express emotions, and perform simple tasks, mirroring the original character's capabilities.

Key features of this project include:

- **Navigation:** Wall-E can navigate its surroundings using an ESP-NOW protocol-based remote control, allowing for precise and flexible movement.
- **Obstacle Detection:** Equipped with advanced sensors, Wall-E can detect obstacles in its view, such as somebody’s hand, and respond accordingly through speaking + glowing LED + message on OLED Display
- **Emotional Expression:** Using lights and sounds, Wall-E can convey a range of emotions, adding a layer of personality and charm to its interactions (for example, a greeting sequence and a dance sequence)

## Functionality + Components

S.	Functionality	Components
1.	Head Movement (side-by-side movement)	Servo Motor
2.	Controlled via Remote (like RC Car) (Using ESP NOW Protocol)	DC Motors + Motor Driver
3.	Speaking “Wall-E” when object detected	Ultrasonic Sensor + Buzzer Module + Audio File (notes to be played)
4.	Opening Compartment (front-side)	Servo Motor + Metal Wire
5.	<brain> + remote	2 ESP32s
6.	Visual Output (message, etc.)	OLED Display
7.	Visual Output (along w/ speaking/message display/open compartment)	2-3 LEDs

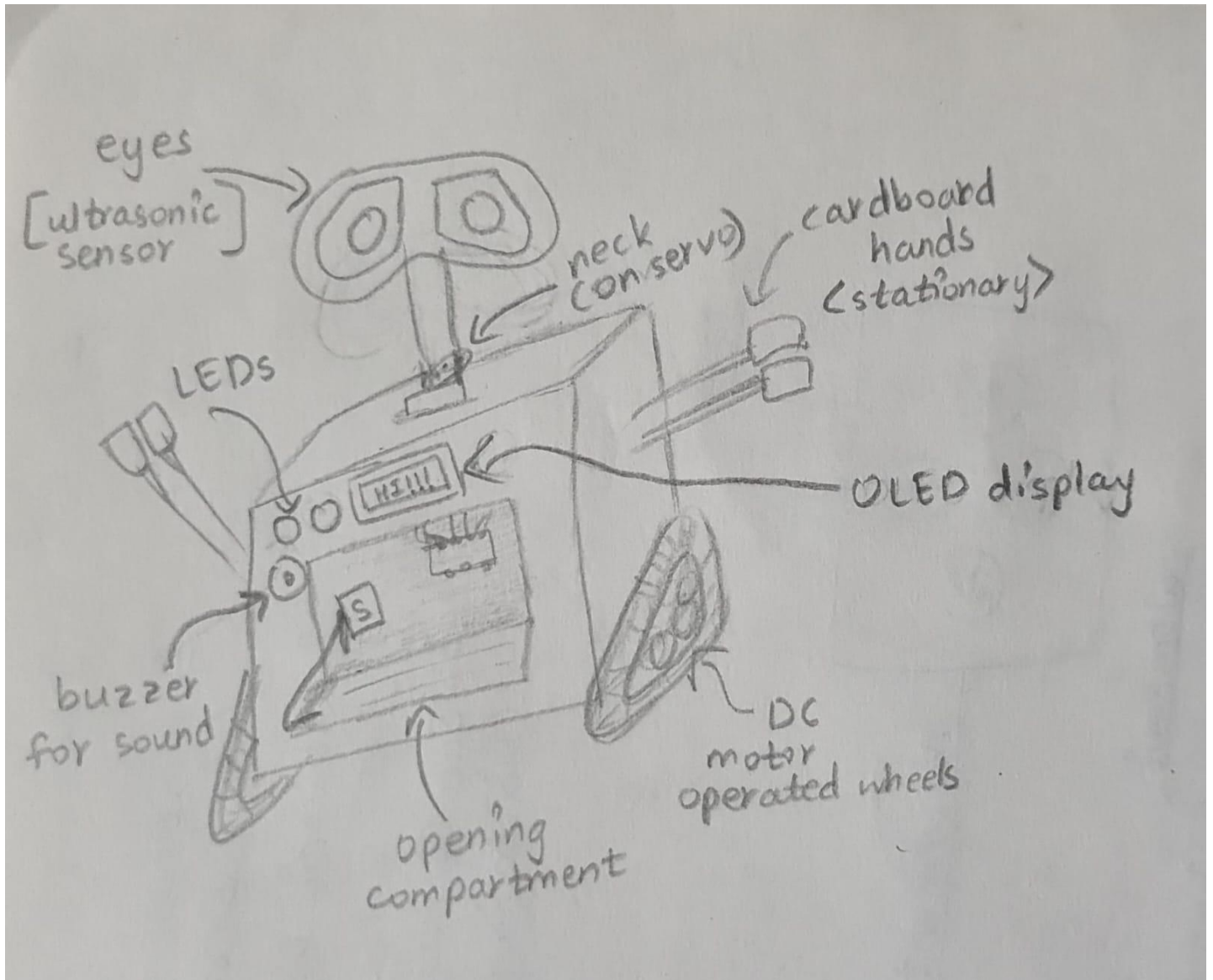
## Links

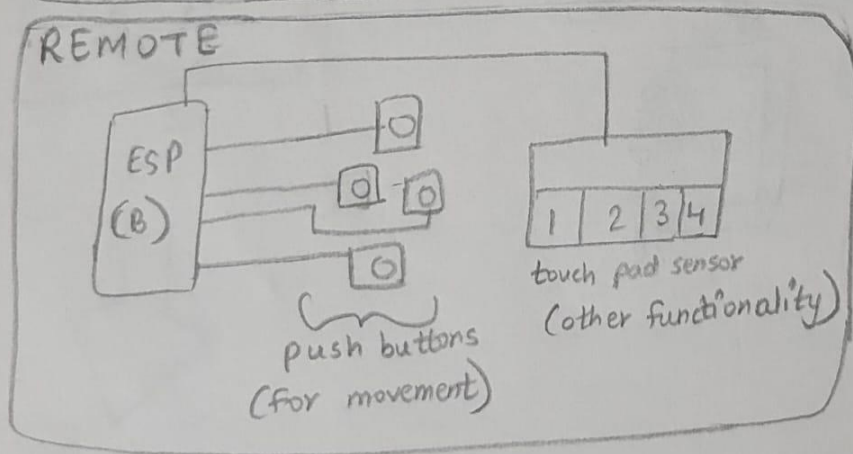
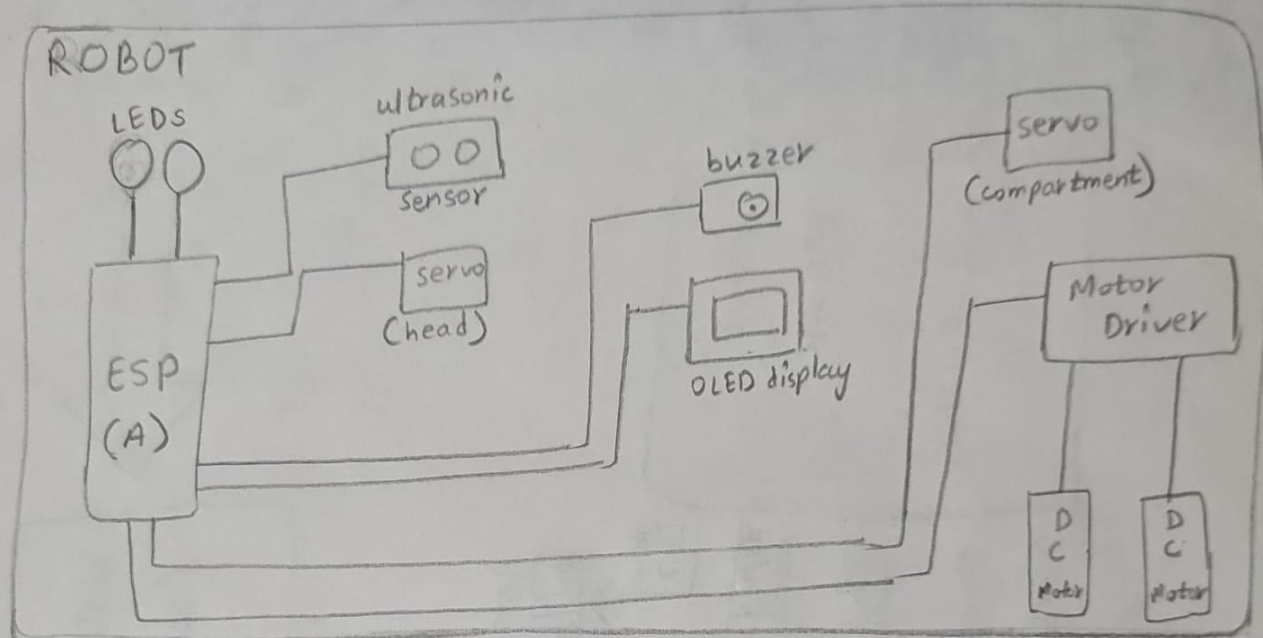
### PLAYLIST -

[<https://youtube.com/playlist?list=PLnBNn0PNyQeltAKsllze3VWhxnNMNcMum&si=3b0UBDRtg7-p6Qt>]

- **Main Project** - [<https://youtu.be/Cqv2w0qYf-s?si=RmJfrE-U5NNhcAri>]
- Inspiration [<https://youtu.be/7oVSaUWeKt0?si=ZEMn69vPeaACM1kR>]
- Buzzer [<https://arduinointro.com/articles/projects/adding-sounds-to-arduino-using-the-mh-fmd-piezo-buzzer-module>]
- Buzzer 2 [[https://youtu.be/zl1o-t\\_17oQ](https://youtu.be/zl1o-t_17oQ)]
- Chassis [<https://youtu.be/958D1eE12u8>]
- Chassis 2 - Cardboard [<https://youtu.be/-7OVFjbQBaw>]
- Cardboard Structure [[https://youtu.be/4lP\\_eBGbSec](https://youtu.be/4lP_eBGbSec)]
- Object Avoidance  
[<https://www.youtube.com/watch?v=CKRa1tMLPXg&pp=ygUQd2FsbC1lIHJvYm90IGRpeQ%3D%3D>]

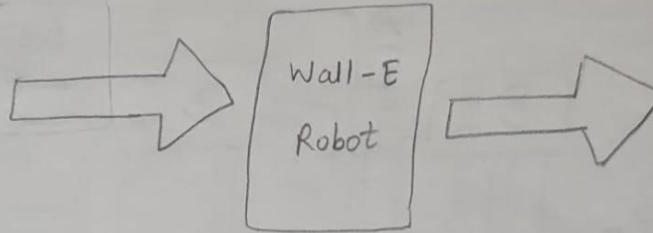
## Diagrams





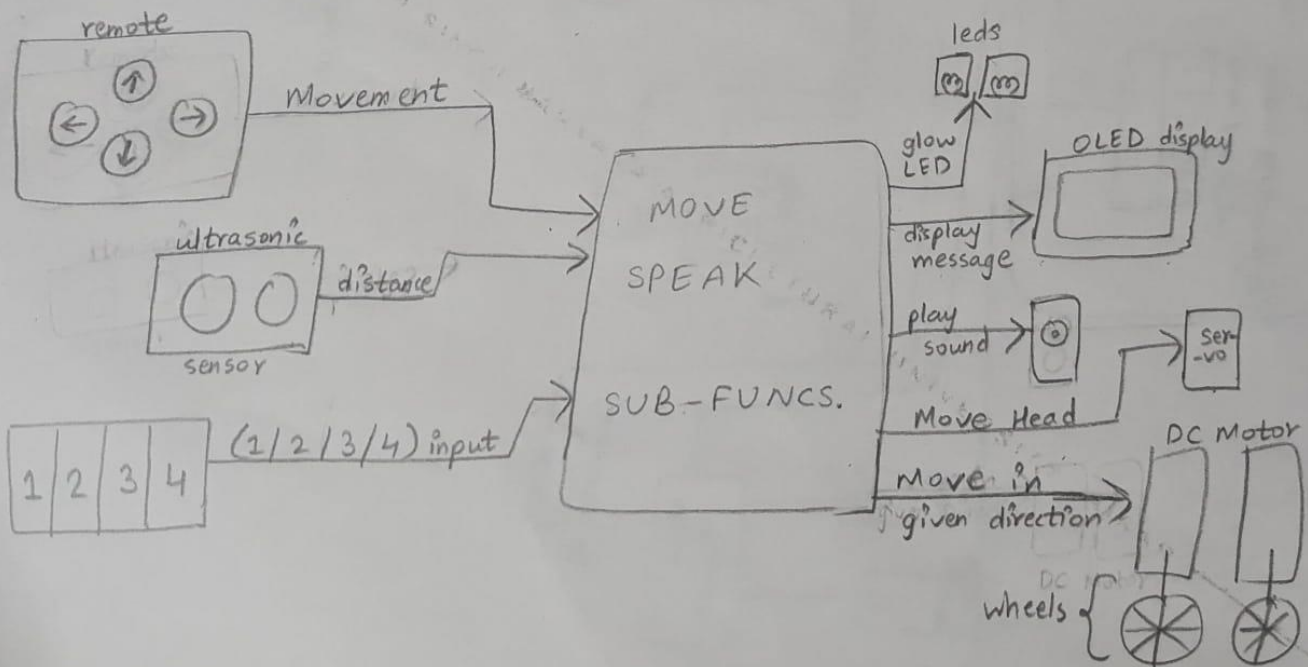
## INPUTS

1. Movement Direction (via push btn)
2. Ultrasonic Distance Data
3. Sub Functionalities (via touch pad sensor)



## OUTPUT

1. Move in desired direction (DC motor)
2. Say "Wall-E" when obj. in some defined range + LED glow pattern
3. Perform desired func.
  - ↳ Head Movement (predefined sequence)
  - ↳ Open/Close Front Compartment
  - ↳ Greeting Routine (OLED + LEDs + Head Move)
  - ↳ Dance Routine (any random movement)





## Inspiration

