A black and white photograph of a battlefield. In the foreground, there is a large pile of dark, charred debris and rubble. In the background, there is a line of smoke and several tall, thin, vertical structures that look like rebar or poles sticking out of the ground. The overall scene is one of destruction and war.

# CPE-311/312 EMBEDDED SYSTEM PROJECT >Turret<



# MEMBERS

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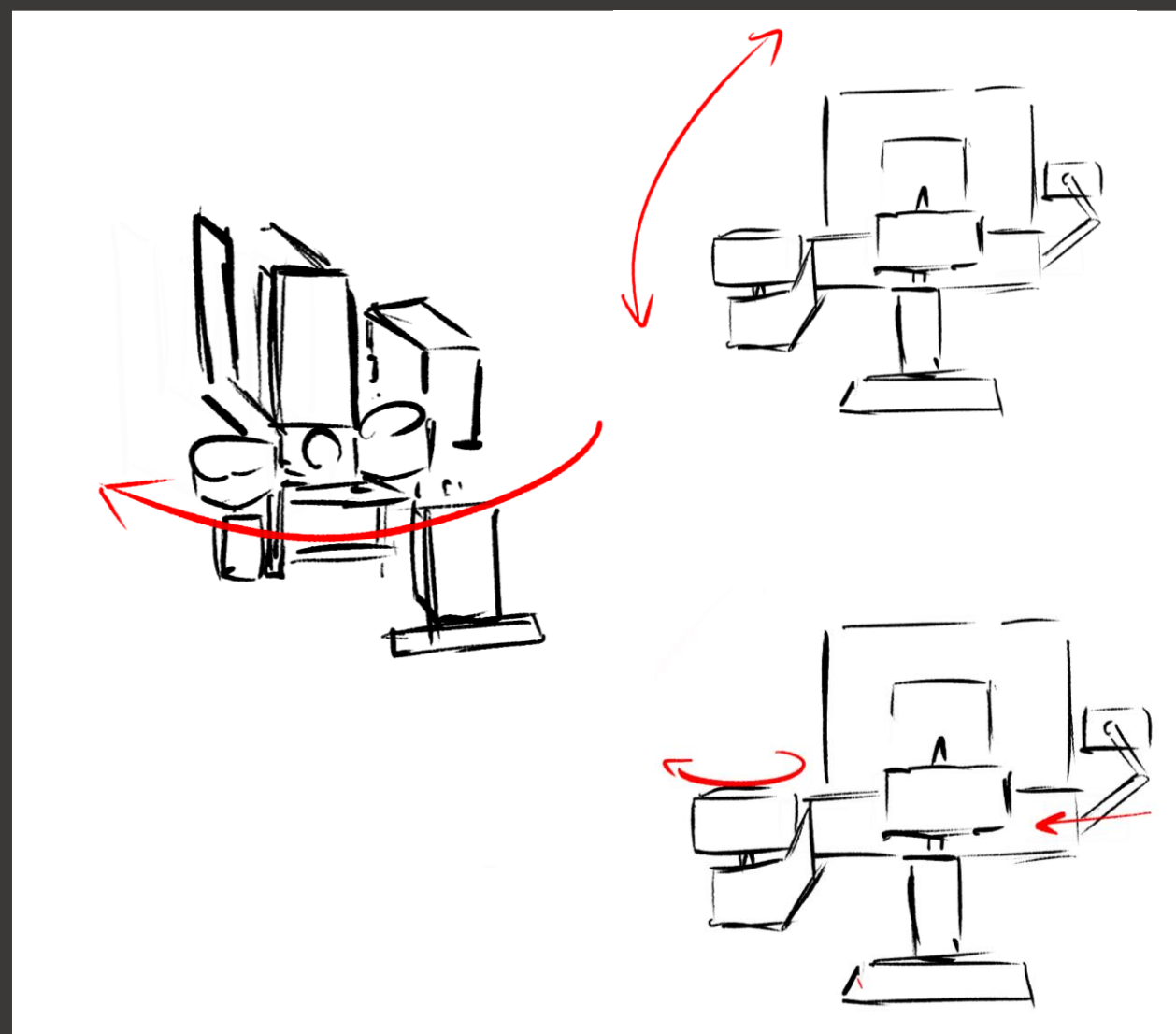




# WHAT IS TURRET?



# PROJECT OVERALL DIAGRAM





# Requirement

## Moving

Horizontal 180 Degrees

Vertical 45 Degrees

1 Degree : 20 ms

## Shoot

5 loads

Rate > 1 : 1 s

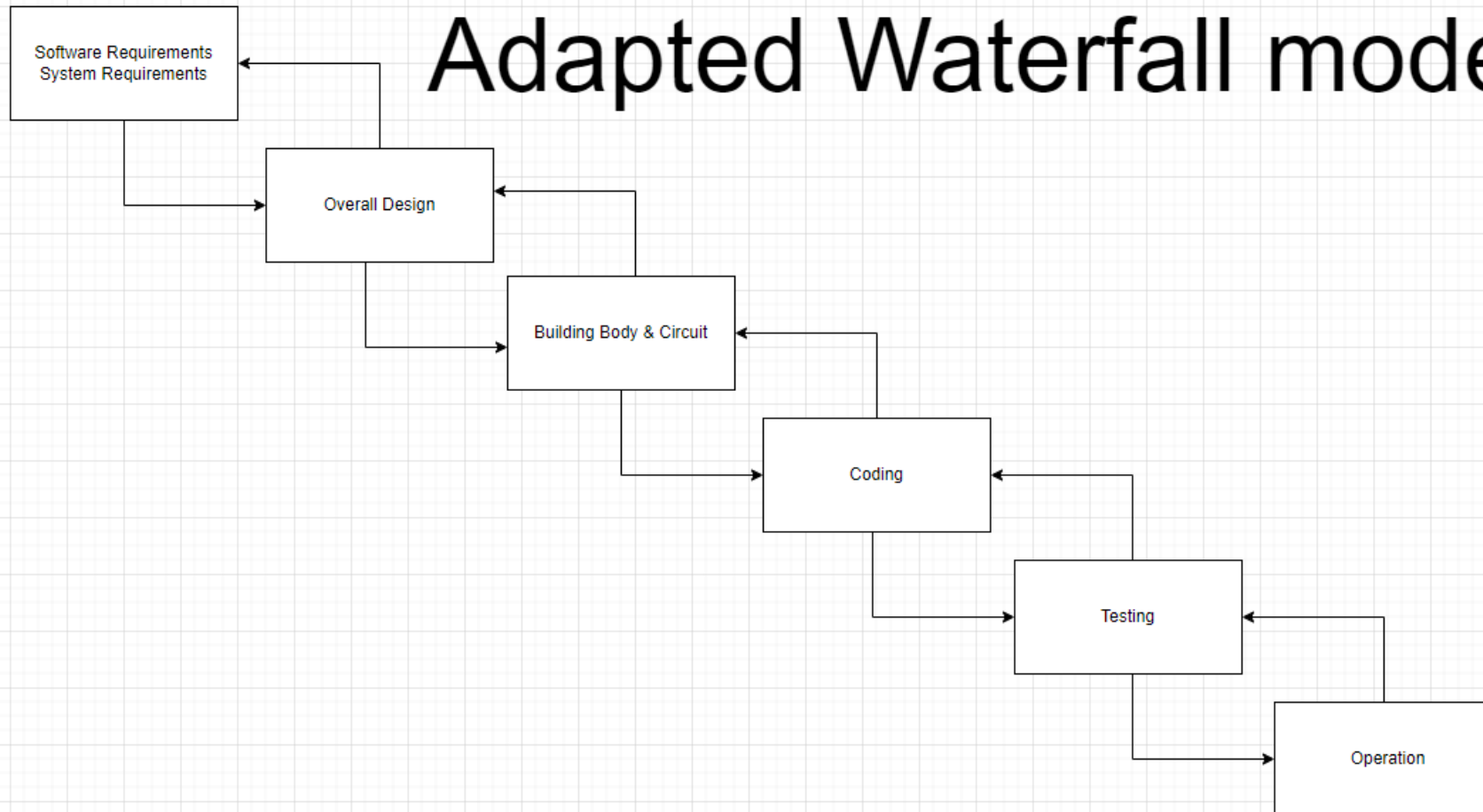
## Communication

App Control

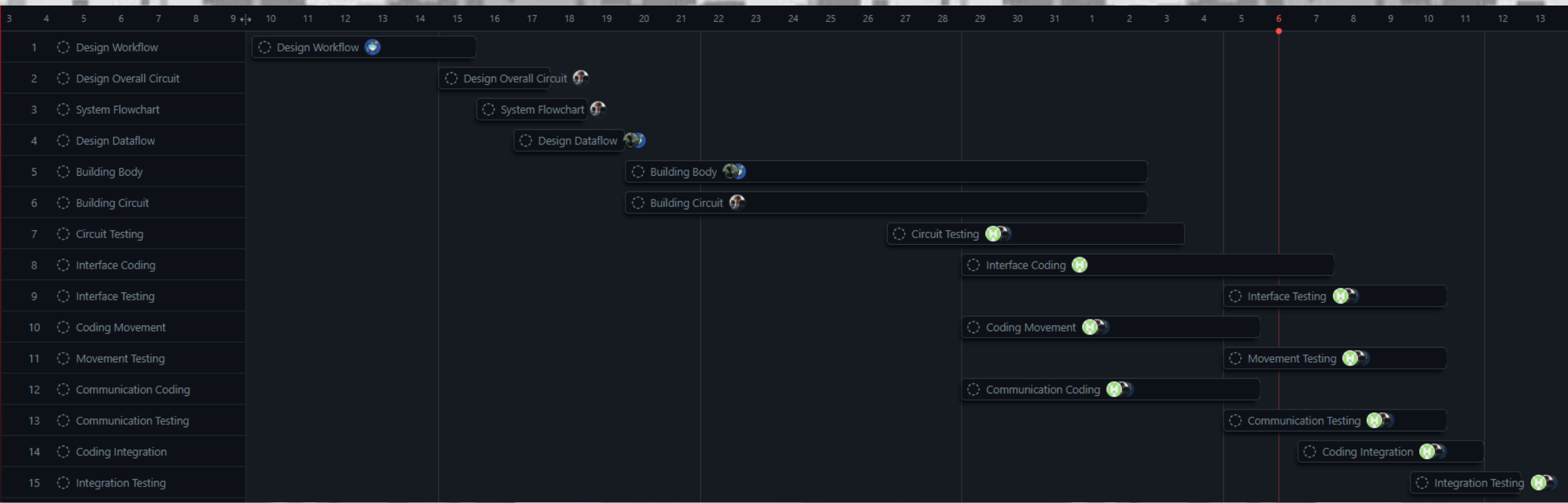
MQTT Protocol

# PROJECT PLAN

## Adapted Waterfall model

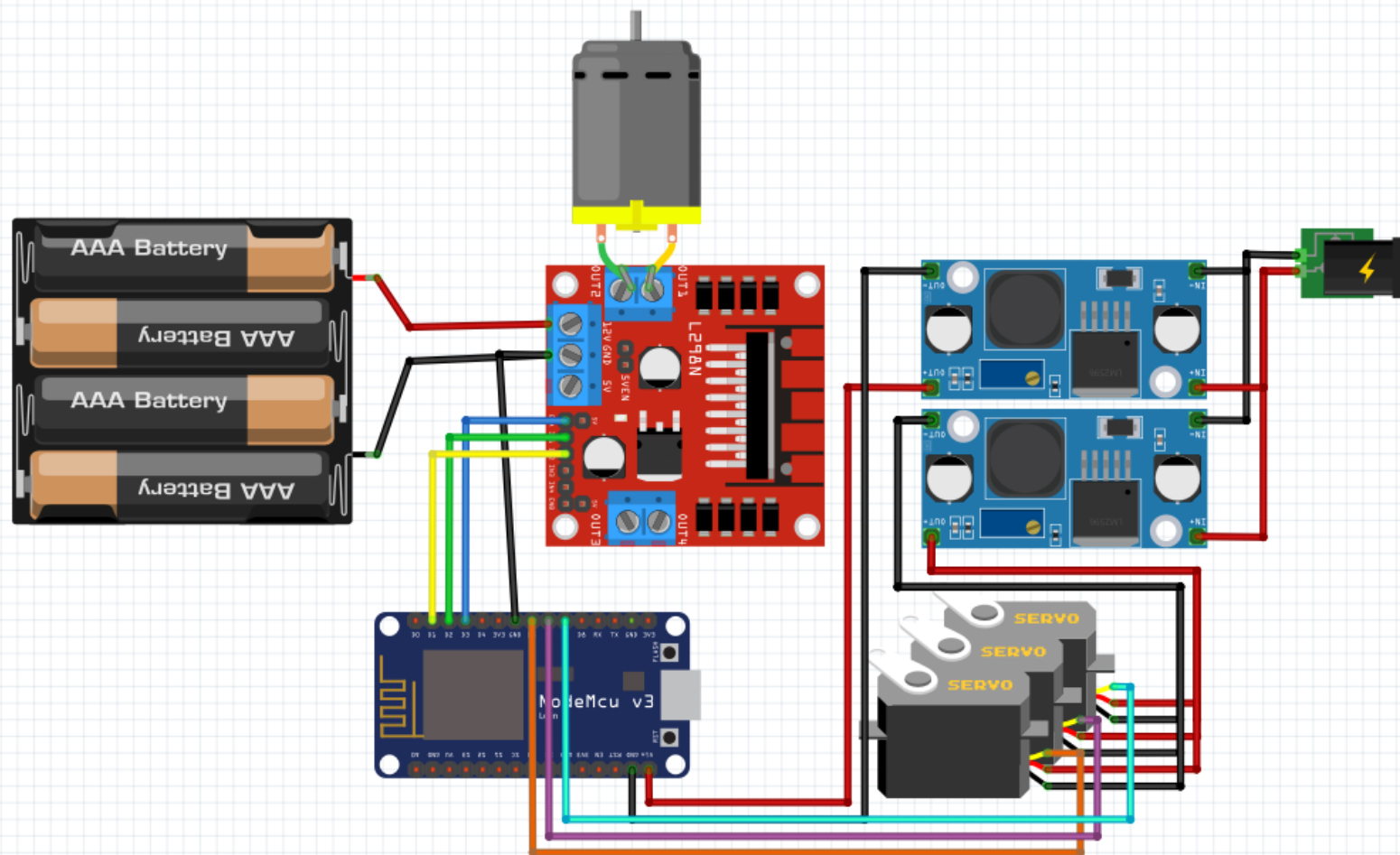


# PROJECT PLAN





# CIRCUIT DESIGN





# DATAFLOW

## User interface

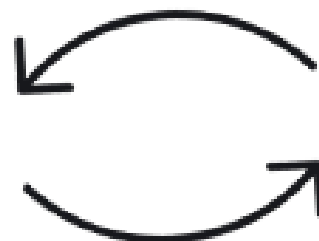
Movement inputs

- LEFT
- RIGHT
- UP
- DOWN
- STOP

Trigger inputs

Display status

SUBSCRIBE  
- status



Server

PUBLISH  
- movement  
- trigger

PUBLISH  
- status  
- action

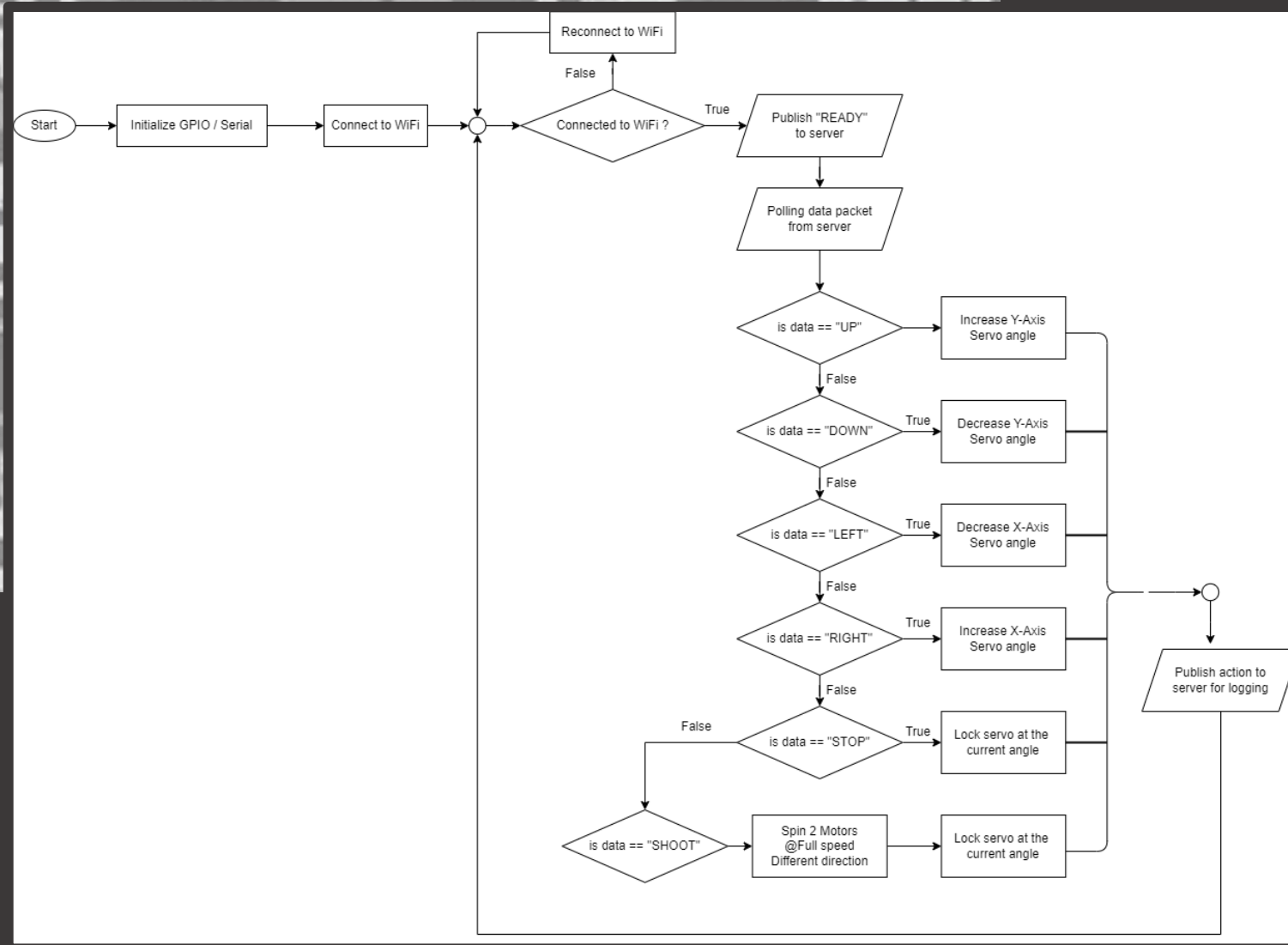


## ESP-32

receive and process  
action

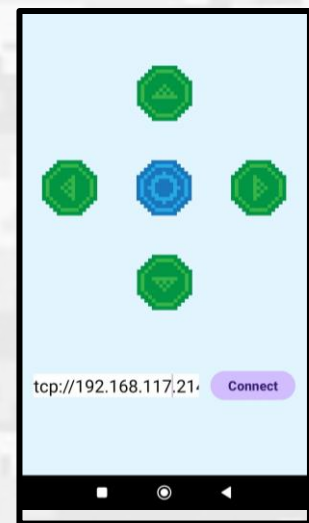
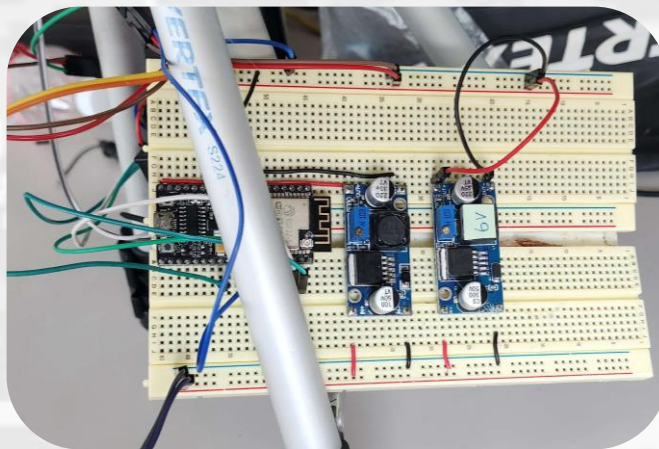
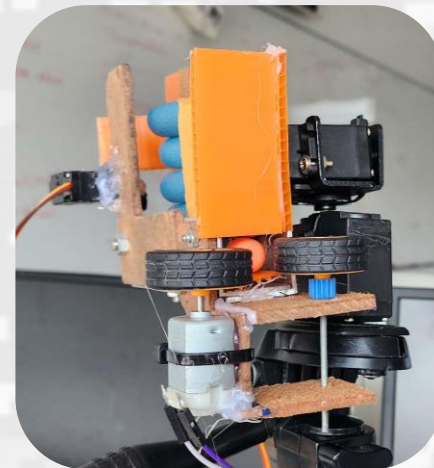
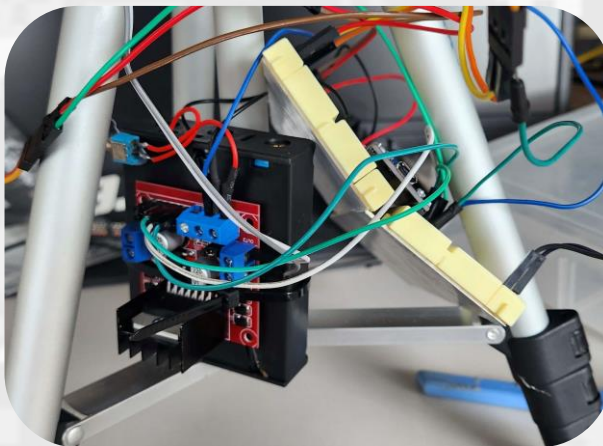
send status and  
action

# FLOWCHART



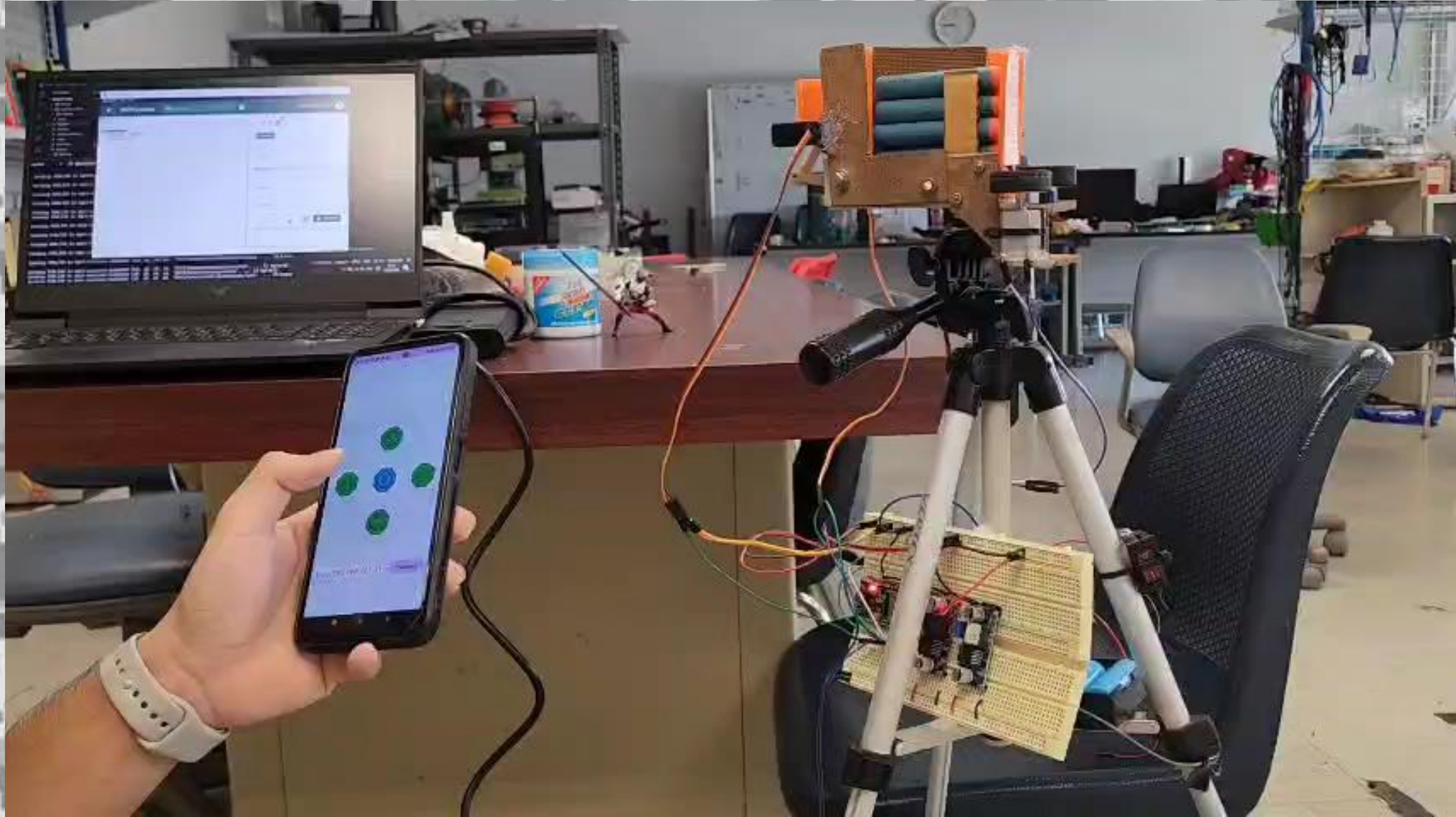


# TURRET





# Turret Demo





# PROBLEM & SOLUTION

## 1. Problem Power consumption problem

Problem : Motor driver circuit draw too much current

Solution : Use 2 separate source

1.) 12V1.5A for ESP32 & Servo

2.) 9V3.3A Battery for Motor & Motor Driver

# PROBLEM & SOLUTION

## 2. I2C Addressing problem

Problem : Could not find I2C address for PCA9685 servo driver

Solution : Control servo without PCA9685

## 3. The wire

Problem : Not enough and broken jumper wire

Solution : Stealing



# Conclusion

From the process of building the turret with ESP32 MCU we have learned how to control servo motor using PWM signal, control motor with H-bridge motor driver, writing real-time controlling program with freeRTOS, receiving and sending data via WIFI with MQTT protocol and finally Robotic body design and movement planning.

