Project Log for Arduino Car

Feb 24th

- Picked up motor, motor driver, battery pack
- Watched soldering in action, know safety procedures

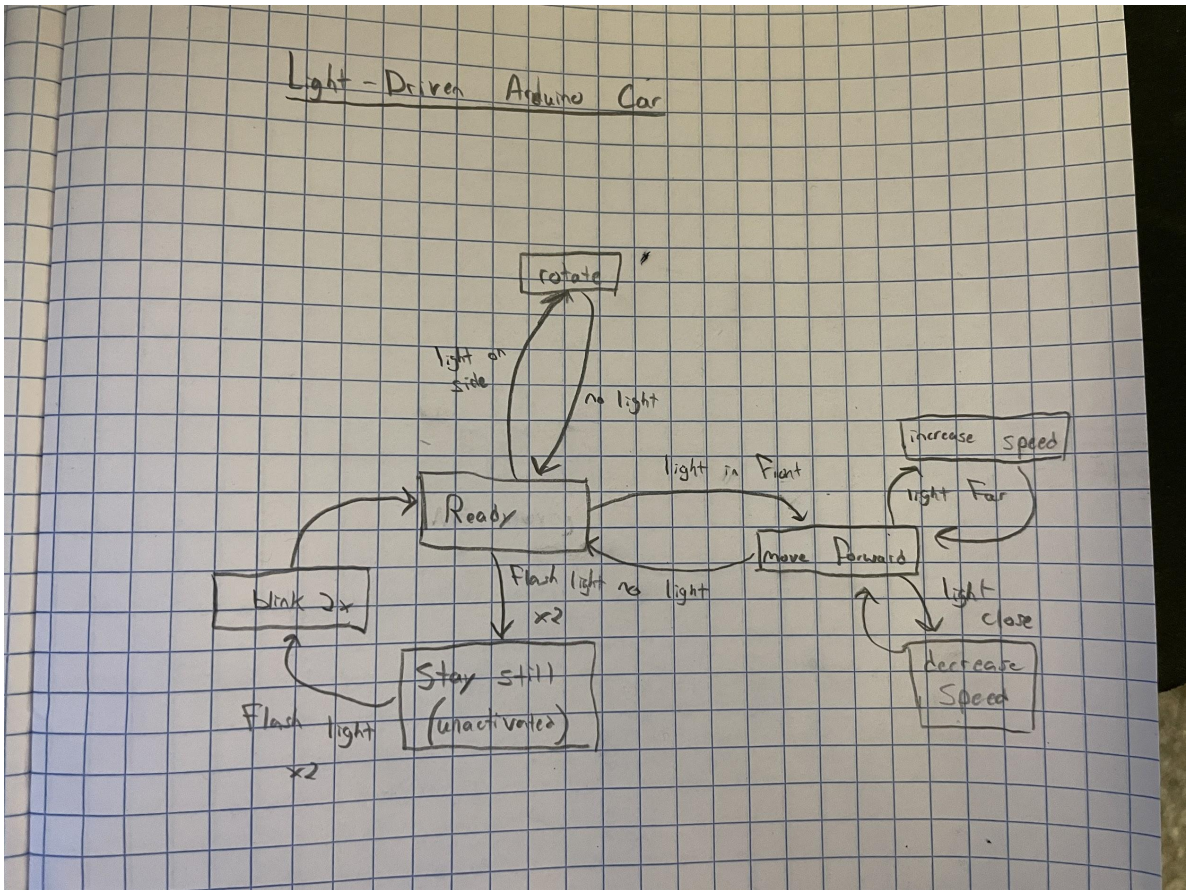
Feb 28th

- tested motor: spins relatively fast. spins faster with a better connection

March 2nd

- looked at some of the example code on the TB6612FNG website to understand the library
- https://learn.sparkfun.com/tutorials/tb6612fng-hookup-guide/all
- researched the pixycam, may want to integrate into project
- https://pixycam.com/pixy-cmucam5/
- attempted to connect everything to the motor driver. ran out of pin cables. will try again.

March 3rd - 9th

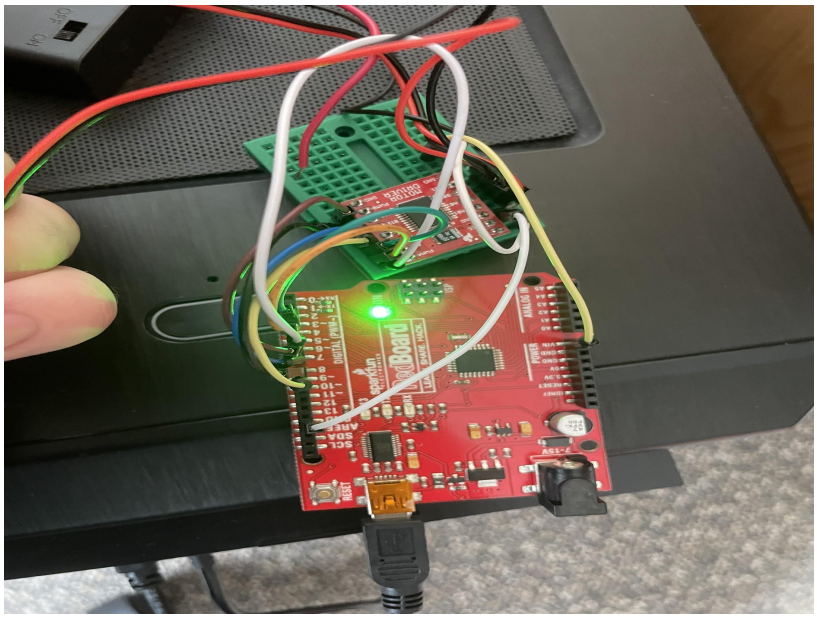
- Took apart the RC car frame. Missing a gear and axle piece -> might be too complicated to try and replace.
- Tested the motors and steering mechanism on the RC car. Worst case scenario, I use another frame that models the mechanism.
- Began designing code for light component
- 

- Sent in parts list that I will need after spring break.

March 10th - 23rd

- Obtained 4x motors, pixy cam, clamps, and wood base for car frame
- Played around with pixy cam and did further reading on its capabilities. Might decide to have car follow something more complex than light, like a drawn line, in the future

March 24th - 30th

- Connected two of the new motors to the arduino and breadboard. Now the example code from the motor driver library runs and the wheels spin like they are supposed to. (hurray!)
- Studied the example code and library functions for the driver. Should be easy to modify it to work the way I want it to.
- 

March 31st - April 6th

- Downloaded necessary libraries and drivers for PixyCam v2 to work with arduino
- Tested object recognition with PixyMon
- Studied and ran the example code
- The usb connection on the pixycam is not very good with the provided cable. have to troubleshoot.