Daniel Dubois James Lord Ender Laing Aditya Mujumdar Dhruv Rajani

Design Implementations

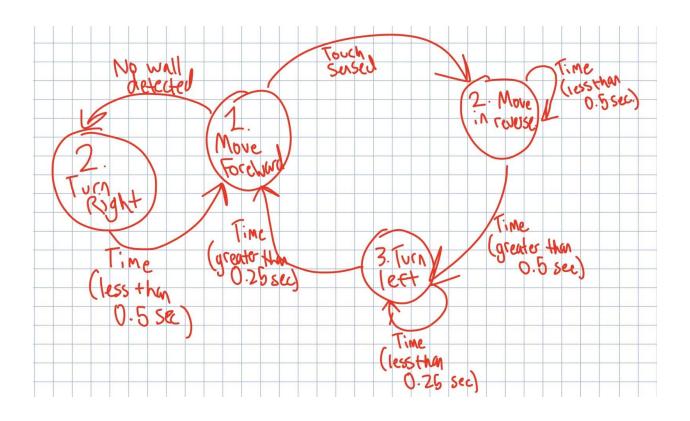
Task 1 - Requirements

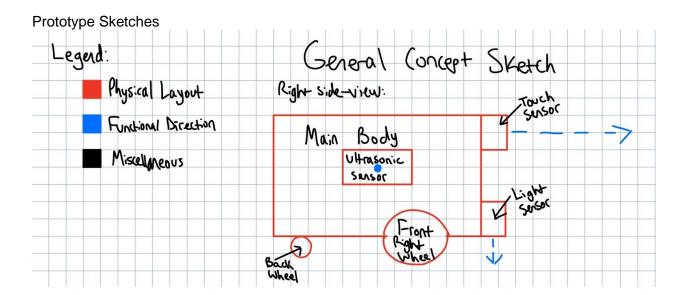
Functional Requirements:

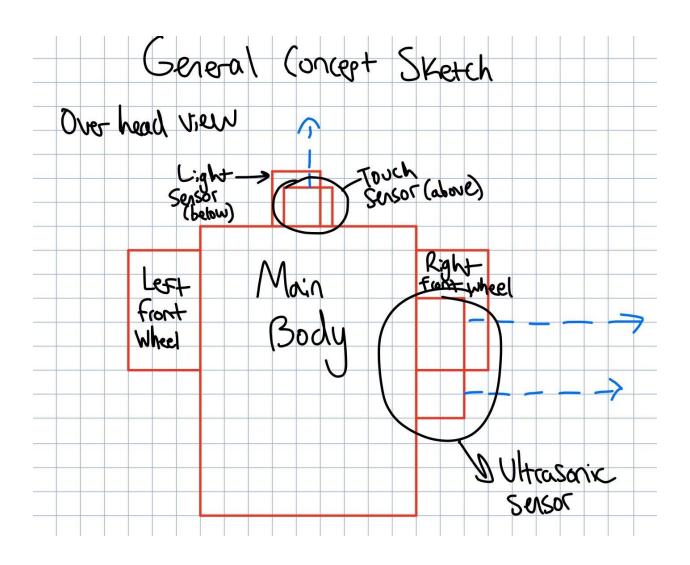
- 1. Traverse the maze autonomously. Pick the object and go out of the maze Non-Functional Requirements:
 - 1. If there is a stop sign, then the robot should stop
 - 2. An autonomous mechanism to pick up the obstacle
 - 3. The object should not fall

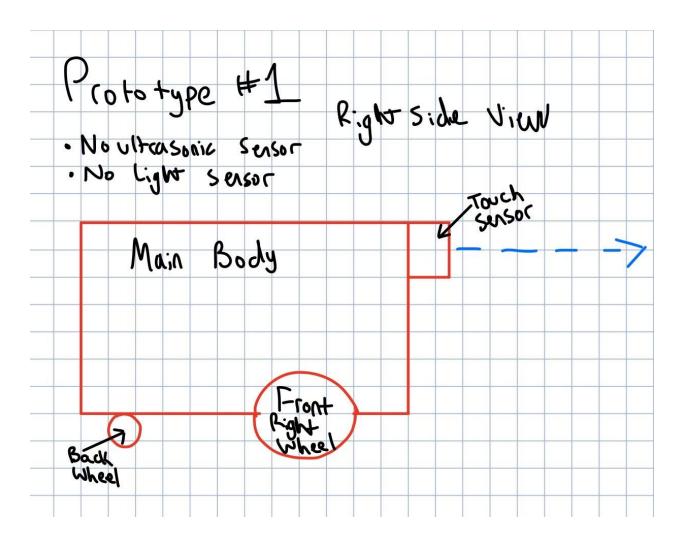


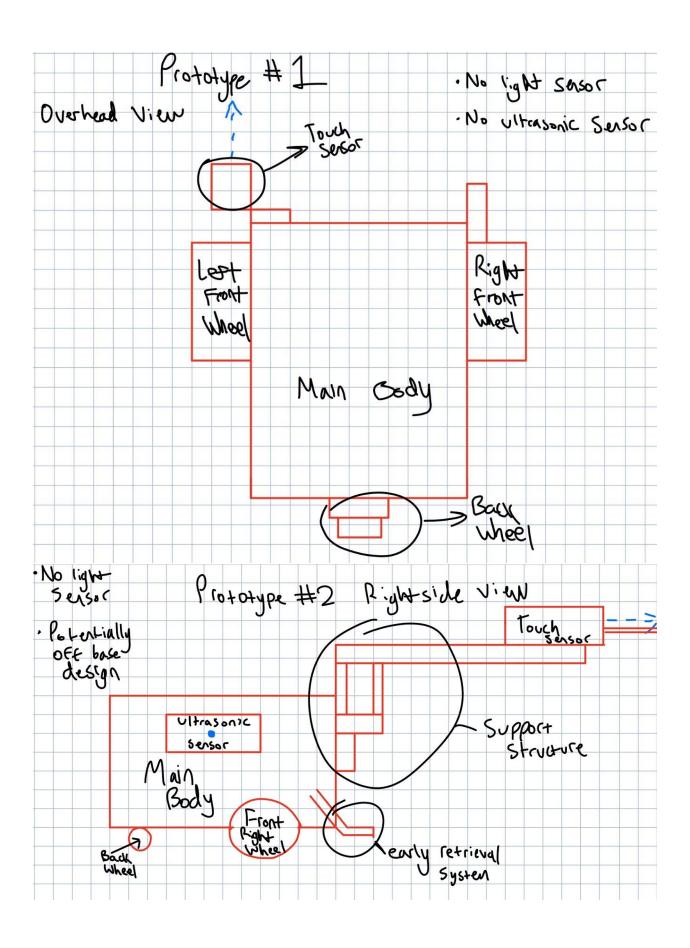
Task 2 - State Machine Diagram

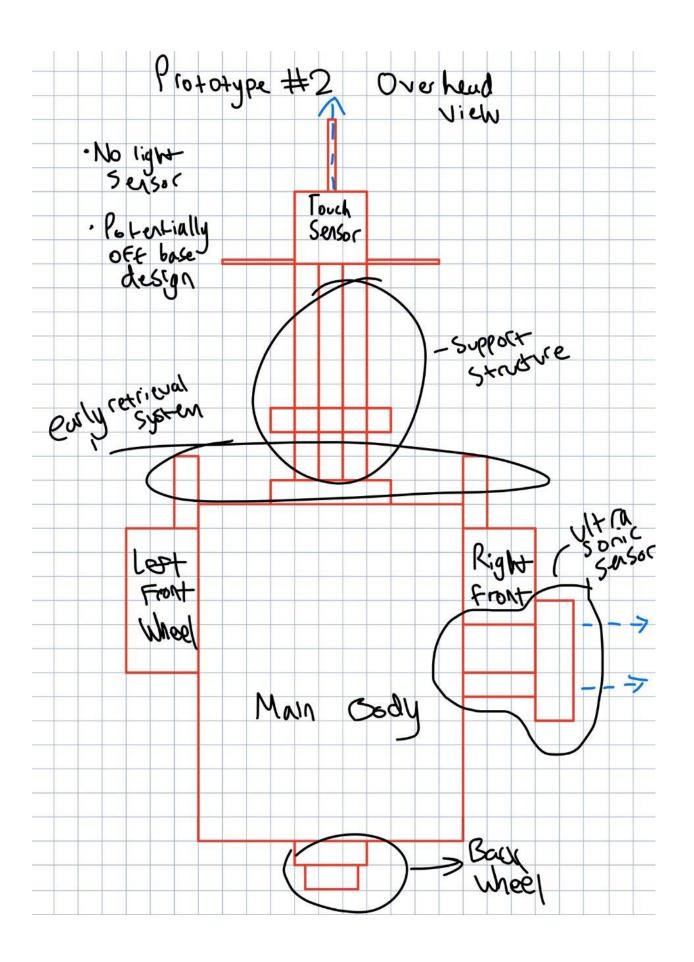










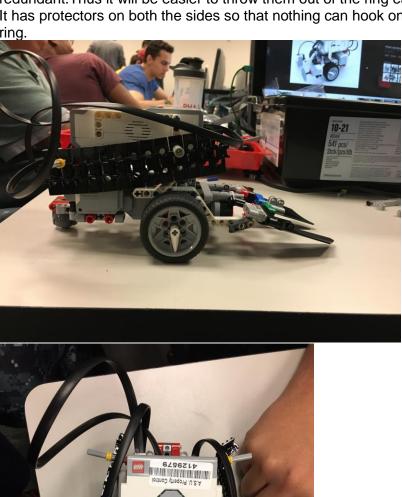


Final Design Implementation

The overall design principle is to scoop the other team's robot wheels and make them redundant. Thus it will be easier to throw them out of the ring easily.

It has protectors on both the sides so that nothing can hook onto our robot and drag it out of the

ring.



If another team has something to penetrate the inside of our robot then we can defend our robot because of the chainmail wrapped around it so all the inside is protected. This adds weight to the car and cannot be easily flipped over. We have added 2 shovel parts to the design so that we can stop the other team's wheels from moving forward or in any direction and the wheels become redundant. Thus we can scoop them away and throw them out of the ring The main points of pride are:

1 Chainmail around the robot

