

# CSE 4360 / 5364 - *Autonomous Robots*

## Project 3- Fall 2017

Due Date: Dec 13 2017, 2:00 pm

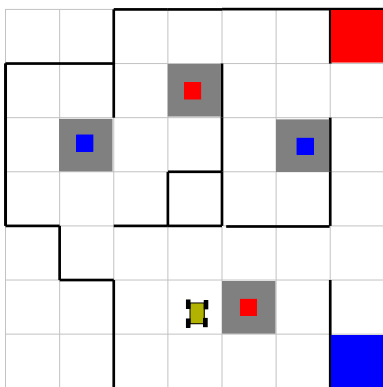
The final robot projects will use either the same Lego NXT robots. For the final project, groups have a choice among several different projects. If you would like to modify the project or propose your own you need to have the modified project approved by the instructor first.

### Clean-Up Robot

The goal of this project is to design a robot that can move through a room environment similar to the one used for the second project (again, its layout is unknown beforehand) and clean up a number of colored blocks into the appropriate locations.

For this task, a number of blocks (approximately 5cm x 5cm x 5cm in size) of two different colors (red and blue) will be distributed in random locations in a room environment. Blocks will be initially on top (and in the center) of a colored floor tile. In addition, there will be two corners in the environment that are color coded (red and blue) that serve as the deposit areas (and for which the locations are known beforehand). The task of the robot is to find the blocks and to bring them to the matching corner and leave them there.

The following figure shows an example environment:

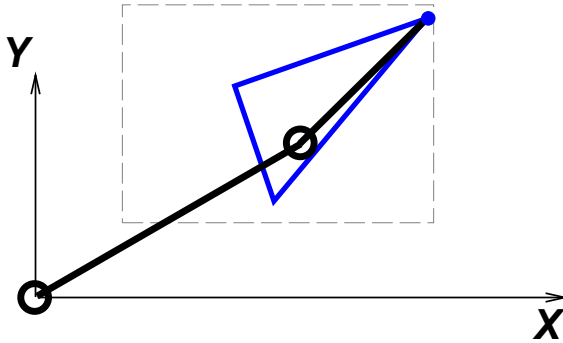


### Drawing Robot

The goal of this project is to build and program a robot arm that can draw polygons using a marker. Here you should build a robot arm that can move a marker mounted at its end across a piece of paper to draw arbitrary polygons given to it (at compile time). Given that polygon, the robot should move the marker to the first corner (without drawing a line) and then trace the shape on the

paper. Drawing will be limited to a 15cm x 10cm area that can be located based on the kinematic characteristics of the robot constructed.

The following shows an example scenario:



## Stair Climbing Robot

The goal of this project is to build and program a robot that can climb up and down a set of stairs with 10cm steps. The depth of a step can be variable but its height will be fixed. In addition steps can be winding upward (i.e. each step can be at an angle with respect to the previous one). The ends of each step will be marked in black.

