LEGO MINDSTORMS **EV3 SUMOBOT**

KURS FOR UIO



Goal

Build and program a Lego Mindstorms EV3 SumoBot with Java and LeJOS, and push enemy SumoBots out of the dohyo.



Equipment

Computer



Cables







- 1 color sensor
 - close to floor



• 1 IR sensor



• 2 motors





2 Tank belts



- Tank belt vs wheels: belt more friction, but slower.
- Bunch of other parts



Tournament

- 1 vs 1.
- Single elimination.
- Best of 3.
- Starts 19:30. Test runs against each other is allowed and encouraged.
- At the start of each game, a die will be rolled that determines which way to orient the robots: face to face, side to side, or back to back. The players will then place their robots in the indicated positions.
- Dohyo: 120 cm diameter, 5 cm edge
- Provide a team name.



Rules

- Start bots simultaneously.
- Players cannot touch their robots or enter the ring for the remainder of the game.
- Bots have to wait 3 seconds before moving. If a robot does not wait 3 seconds it is disqualified.
- A robot is outside the ring if any part of the wheels touches the floor outside the marked ring.
- If one robot stops it's movement for 10 seconds, he shall be considered not having the will to fight, and the opponent shall win the game.
- No remote control. Everything must be pre-programmed.
- If no robot moves outside the ring within 1 minute, the judges will decide the winner based on technical merit of the movements and operation of the robots and attitude of the players during the game.



Time Table

Now! Start building, setup leJOS, start programming
18:00 Food arrives
18:30 Working bot, ready to test code

• 19:30 Code & build freeze, Start tournament

20:00 Walk to Egon for drinks and chill



Tips and tricks

- Start testing code early. Focus on getting your bot to stay in the ring first.
- Be careful when using blocking code
- More in repo readme



Links

Repository with installation guide, readme, code helpers and example: https://github.com/follan/HelloBrick

