

LEGO MINDSTORMS
EV3 SUMOBOT

Goal

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

Equipment

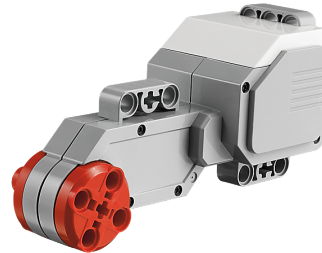
- 1 color sensor



- 1 IR sensor



- 2 motors



- Bunch of parts

Tournament

- 1 vs 1.
- Single elimination.
- Best of 3.
- Starts 19:30.
- 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.
- 77 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 5 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 its 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 2 minutes, 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.

Links

- Repository with installation guide: <https://github.com/follan/HelloBrick>
- Brackets: <http://challonge.com/fagdagSumo>