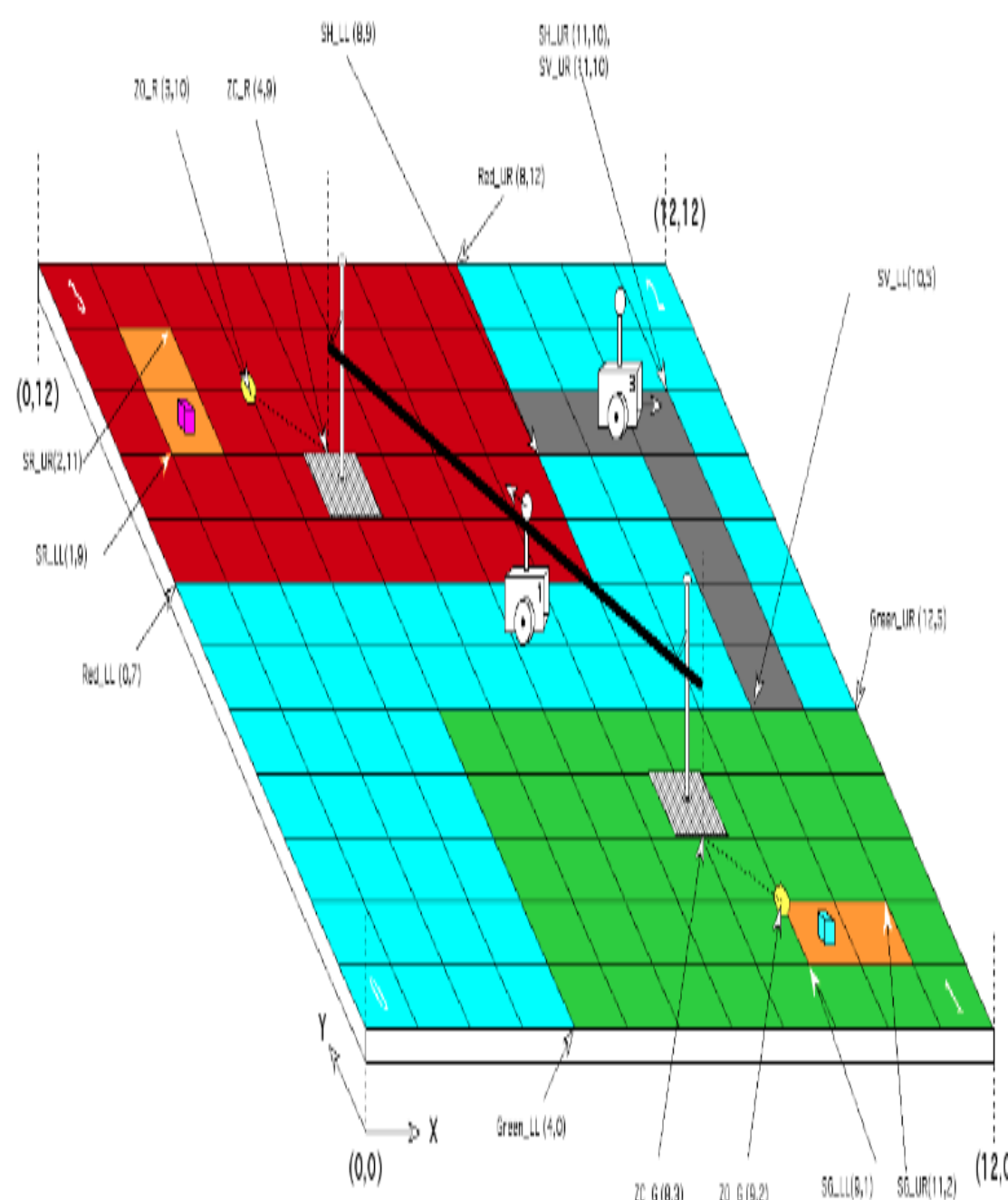


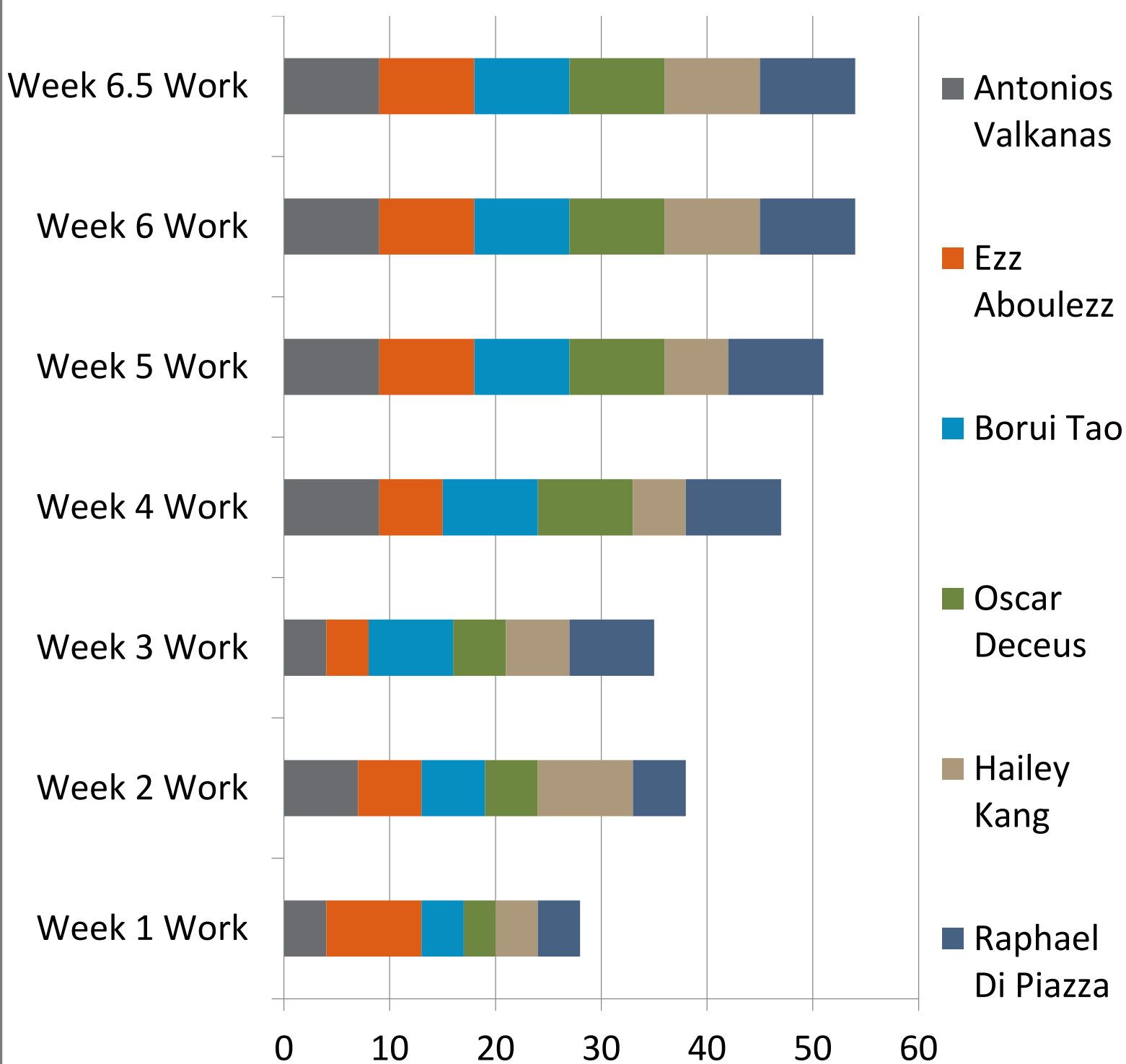
SPECIFICATION

The aim of the project was to design a robot for the purposes of playing a one versus one “Capture the Flag” game. The robot must be able receive data from the Wi-Fi, localize, navigate while avoiding obstacles, traverse a zipline and detect a block of a specific color that represents the flag. The time limit is 5 minutes.



TEAM MANAGEMENT & BUDGET

Hours worked per week, by team member:

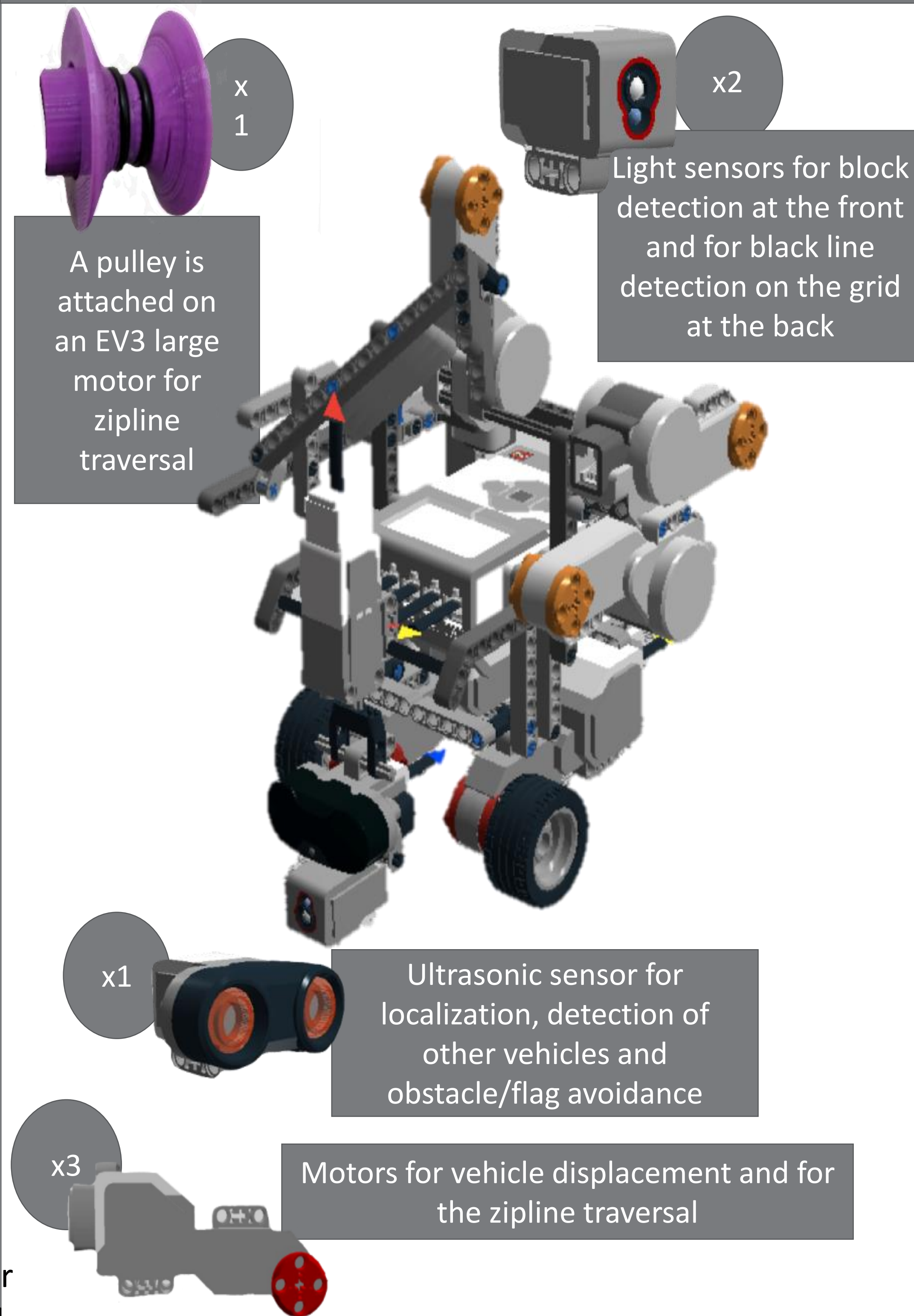


Budget: 350 hours
Total Cost: 310
hours
Slack Time: 40 hours

Team :

- Antonios – Team Manager
- Ezz – Documentation Lead
- Borui – Software Lead
- Oscar – Testing Lead
- Hailey – Hardware Lead
- Raphael – Software Eng.

HARDWARE



RESULTS

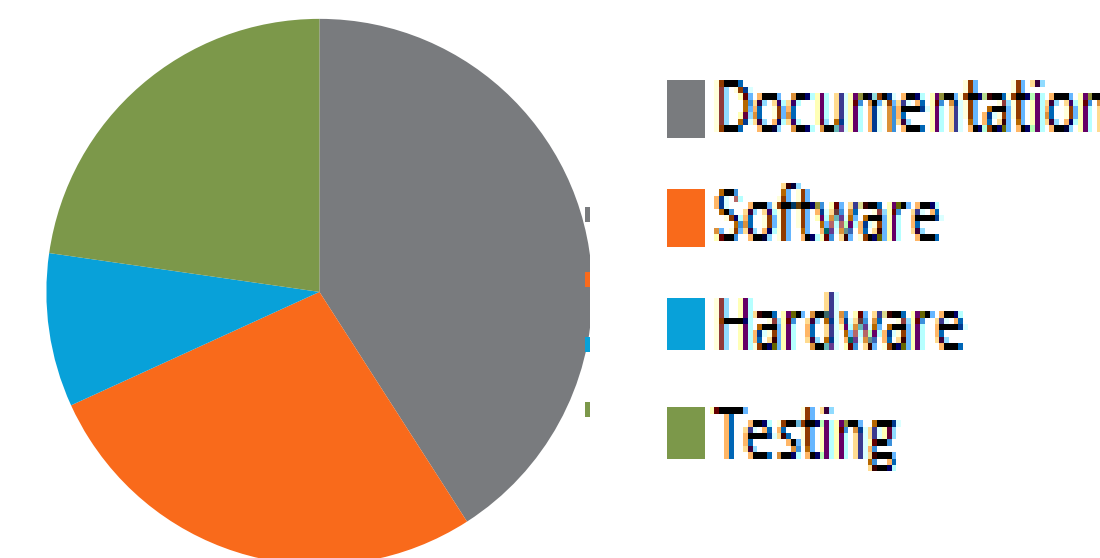
Very consistent when we start up to 8 tiles from the zipline, less consistent due to error accumulation further than that. Potential improvement: Odometry Correction.

DESIGN PROCESS

Gantt chart	W1	W2	W3	W4	W5	W6
Initial Ideas – R&D						
Mechanical Design						
Software Design						
Beta Testing						
Final Presentation						
Final Documentation						

Testing Strategy & Structure: Start with the easy parts, debug and add new parts on top of what already works.

- Characterization of the components
- Odometer tests
- Localization tests
- Navigation tests
- Zip-line Traversal tests
- Integration tests



SOFTWARE

