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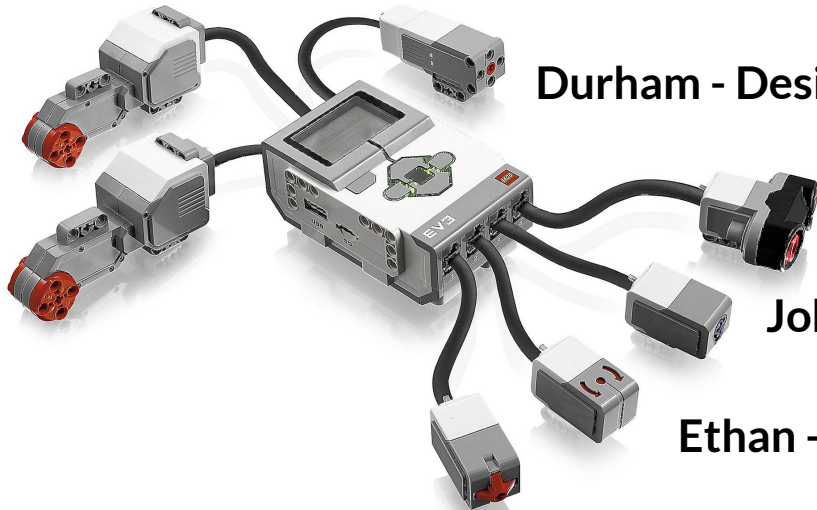
# DPM Design Group 11:

Alex  
Durham  
Ethan  
Ian  
John

ECSE-211: Design Principles & Methods  
*Design Project*

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# Introduction



**Durham - Design Team Manager**

**Alex - Documentation Manager**

**John - Software Team Leader**

**Ethan - Hardware Team Leader**

**Ian - Testing Team Leader**



# Capabilities

## Team Positions:

→ **Durham**

Design team leader: Experience in budgeting, managing projects

→ **Alex**

Documentation manager: Experience in LaTeX and high quality writer.

→ **John**

Software team leader: Interned as software developer, hackathon enthusiast,

→ **Ethan**

Hardware team leader: Built hardware based personal projects directly relating to this

→ **Ian**

Testing team leader: Experience in gathering, analyzing, automating data.

# Requirements

- Mobility in Field
- Ball Manipulation
- Defense

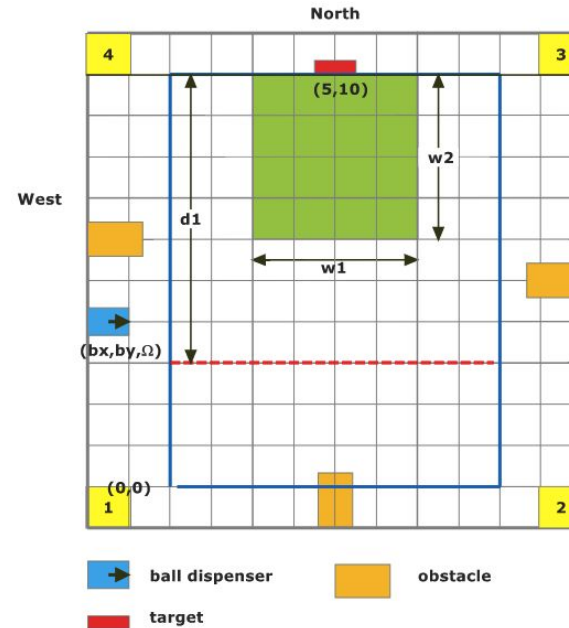


Figure 1



# Constraints

## → Budget:

- ◆ 270 hours

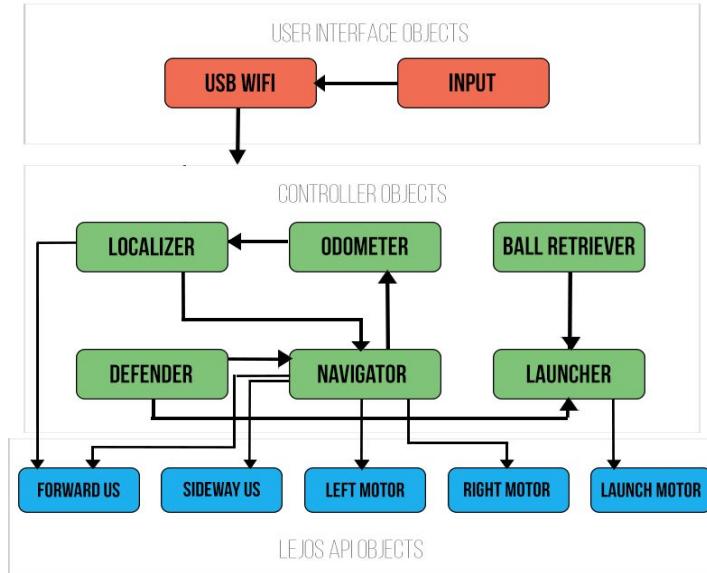
## → Equipment (Hardware/Software)

## → Delivery Date

- ◆ Target: March 31



# System



→ Tools

→ Hardware

→ Software

February 2017

March 2017

First Design Meeting

Sec Mobility around Offensiv Thir Complete Design

Four Beta Demonstration/Test Docs

Week 8  
2/18/17

Week 9  
2/26/17

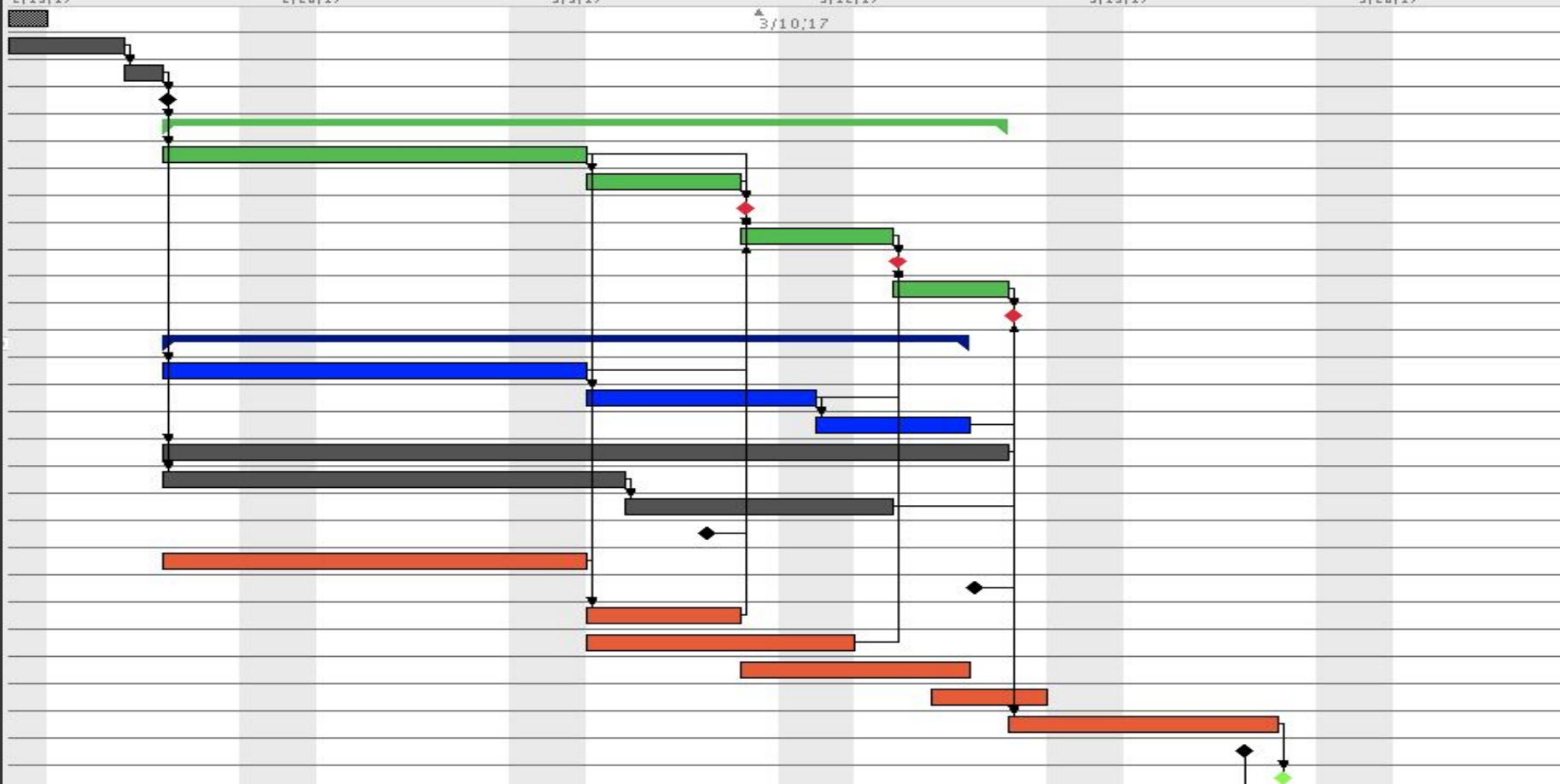
Week 10  
3/5/17

Week 11  
3/12/17

Week 12  
3/19/17

Week 13  
3/26/17

3/10/17



February 2017

March 2017

April 2017

First Design Meeting

Second Mobility around Offensive Thin Complete Design

Fourth Beta Demonstration/Test Docs Source Code, Final Documents Due Class

Week 8  
2/19/17

Week 9  
2/26/17

Week 10  
3/5/17

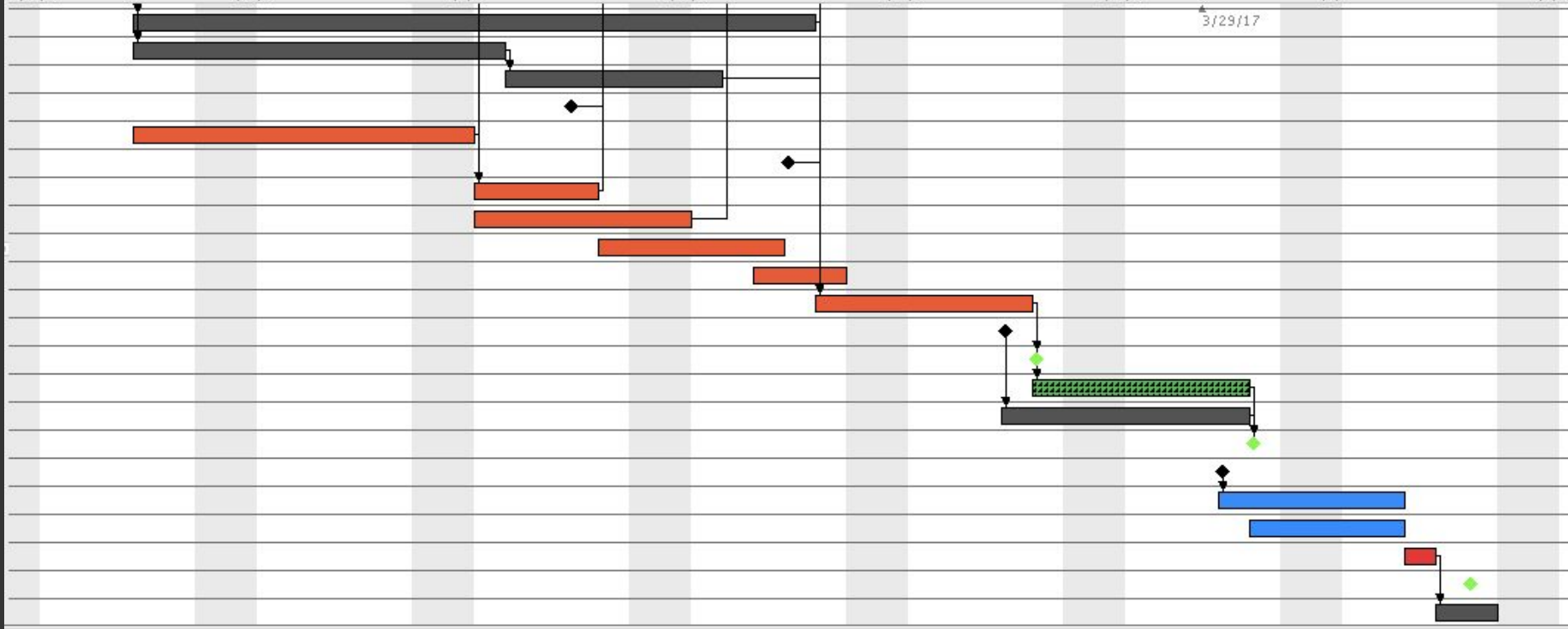
Week 11  
3/12/17

Week 12  
3/19/17

Week 13  
3/26/17

Week 14  
4/2/17

Week  
4/9/17





# Key Dates: Functionality + Testing

## Planning + Basic Robot

Put in place the infrastructure to begin designing the robot

February

## March 17

Complete mechanical design- begin integrative testing

## March 31

Finalize design features, begin final documentation

March

## March 6

Begin testing of robot's mobility: odometry, navigation, obstacle avoidance

## March 24

Functional prototype:  
Localize, navigate, avoid obstacles, retrieve + throw ball

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# Key Dates: Agile Design Process

- March 10: Mobility in field
- March 14: Ball retrieval + throwing
- March 17: Complete software/hardware designs
- March 17-23: Integrative testing + updates
- March 24: Full prototype + Demo

# Initial Design Ideas:

1. High priority on localization/navigation
2. Simple, fast robot
3. Throwing arm perpendicular to velocity
4. 3 ultrasonic sensors (1 localization, 3 obstacle avoidance)
5. Battery-dependent power output to motors



# Questions

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