

Train & Go



TEAM MEMBERS



Garrett Bradshaw

Electrical Engineer

Object Detection Lead



Slade Hicks

Electrical Engineer

Wireless Comm Lead



Brandon Waldrup

Electrical Engineer

Power Supply Lead



Kyler Smith

Computer Engineer

Motion Tracking Lead

INTERNAL ADVISOR

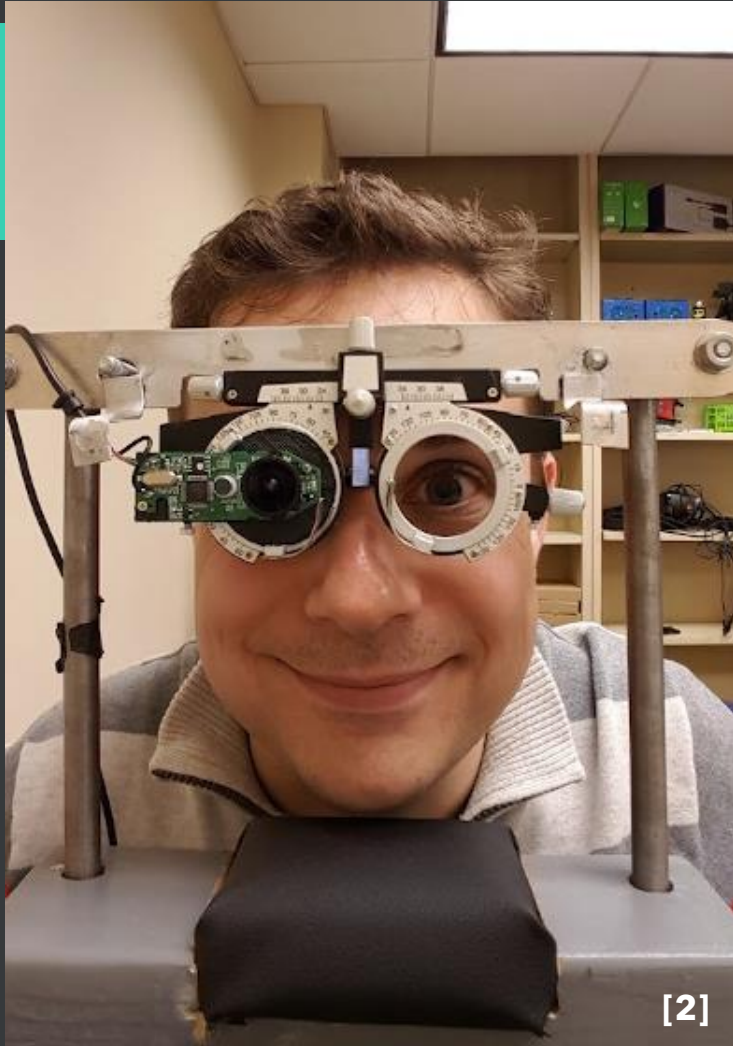
Dr. Ryan Green

- Assistant Professor, Mississippi State University
- Expertise in robotics and electromagnetics
- 2021 ECE Award for Outstanding Instruction
- Mary Jasper Award
- Outstanding Contribution to the ECE Teaching Mission Award



EXTERNAL ADVISOR

Dr. Adam Jones



[2]

- Assistant Professor, Mississippi State University
- Expertise in neuroscience, psychophysics, and virtual reality

OUTLINE



Overview

Constraints

Approach

Progress

The background features a complex geometric pattern of intersecting lines that create a sense of depth and perspective, resembling a tunnel or a dome. A large, solid teal circle is positioned in the lower-left quadrant, partially overlapping the grid pattern. The word "OVERVIEW" is written in a bold, dark grey, sans-serif font on the right side of the image.

OVERVIEW

Problem

A photograph of a man in a wheelchair crossing a city street. The man is wearing a grey long-sleeved shirt and dark pants, and is pushing his wheelchair forward. He is crossing a crosswalk with white stripes. In the background, there are several cars, including a white van and a silver SUV, and a group of pedestrians on the sidewalk. The scene is set in a sunny, urban environment.

- 1 in 4 people in the U.S. have some form of disability [3]
- 1 in 10 have a mobility impairment [3]
- For people learning to use a power wheelchair it can be a slow and frustrating process
- Can cause personal injury or damage to property

Solution

- Training in virtual reality
- Improved spatial awareness
- Boost confidence



CONSTRAINTS



TECHNICAL CONSTRAINTS

Name	Description
Wheelchair Speed	The system is attached to a wheelchair moving no faster than five miles per hour [7].
Detection Distance	The system detects objects within a radius of no more than 2.2 meters.
Feedback Latency	This system's latency for sending feedback to the user in response to an object is no more than 250 milliseconds.
Sensor Accuracy	The system's false detection rate is less than 16 percent.
Wireless Range	The system can connect wirelessly to a Quest VR headset within 2.31 meters.
Wireless Latency	The wireless latency is less than 250 milliseconds.

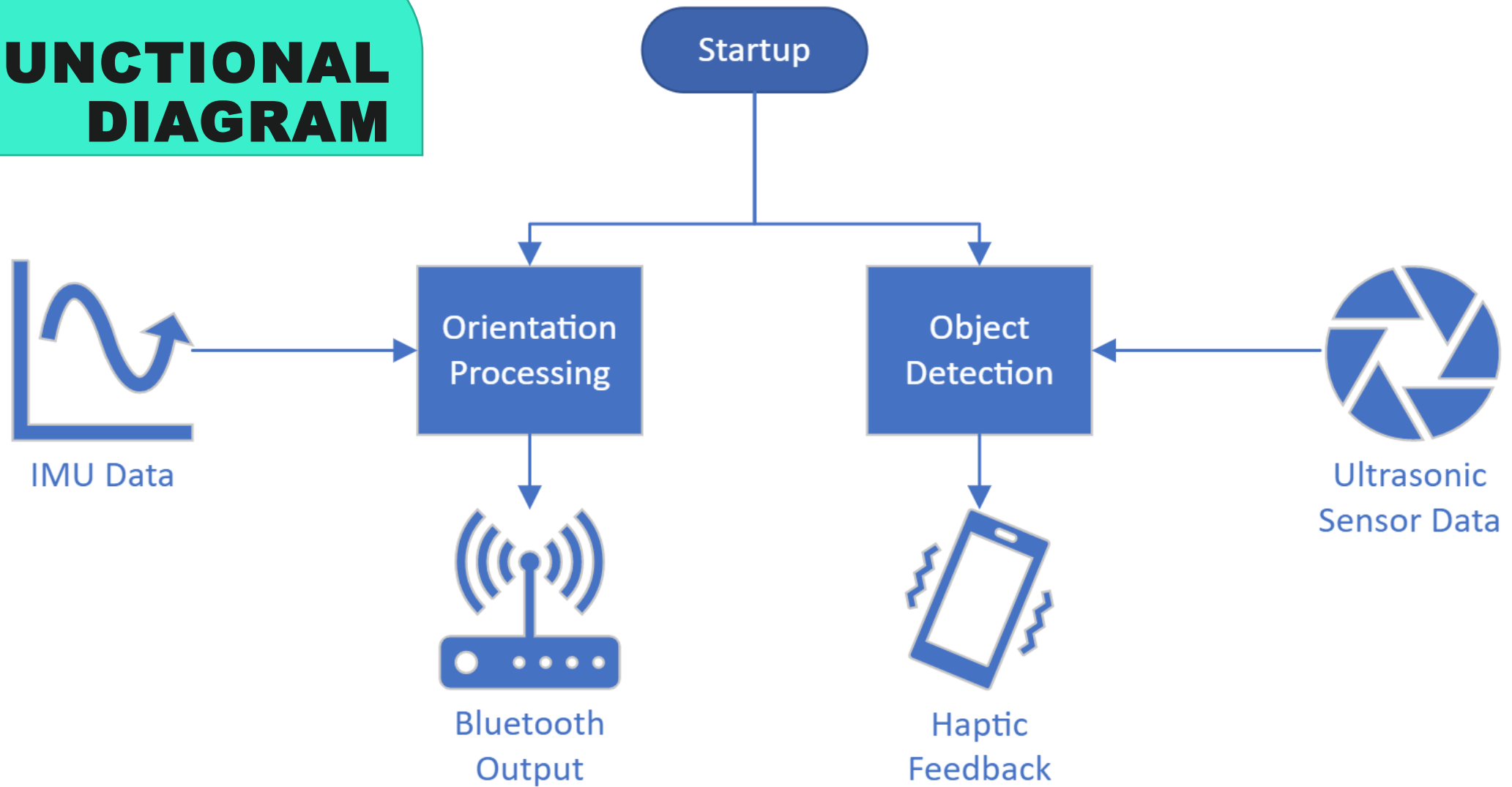
PRACTICAL CONSTRAINTS

Type	Name	Description
Sustainability	Reliability	Train and Go is designed to operate for at least five years without component failure.
Sustainability	Sensor Maintenance	Sensor connections are placed strategically to allow simple maintenance or replacement.
Usability	Product Versatility	Train and Go offers a flexible packaging system to attach to a variety of wheelchair designs and does not inhibit existing chair functionality.
Safety	Collision Detection	Train and Go provides the user with feedback to minimize the risk of collisions with obstacles.
Functionality	VR Communication	Train and Go communicates with a Quest VR headset.

ENGINEERING STANDARDS

Specific Standard	Standard Document	Specification / Application
IP-44	International Electrotechnical Commission Standard 60529	The system is protected from solid particles that are over 1 millimeter in size and from splashes of water [8].
Bluetooth	Institute of Electrical and Electronics Engineers 802-15.1	The system adheres to IEEE Bluetooth standards [9].
Protection Against Electric Shock	International Electrotechnical Commission Standard 62368	The electrical components of the system are isolated from the user to prevent electric shock [10].
Wheelchair Accessory	FDA 21 Code of Federal Regulations § 890.3910	Train and Go satisfies the FDA standards for a wheelchair accessory [11].

FUNCTIONAL DIAGRAM



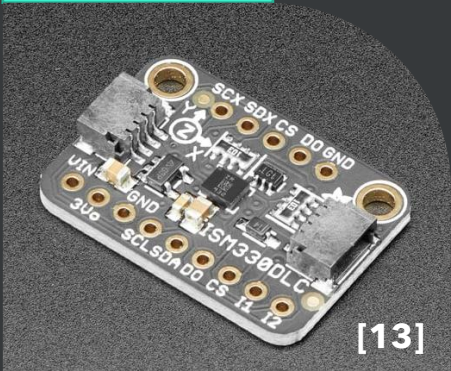
ASSEMBLY DIAGRAM



APPROACH: HARDWARE



IMU



[13]

Product	Input Voltage (V)	Current Usage (mA)	Linear Acceleration Zero-G Offset Value (mg)	Cost (USD)
Requirements	≥ 3.3	≤ 5	≤ 25	≤ 50.00
ISM330DHCX [13]	3.3	1.2	10	20.00
LSM6DSOX [14]	3.3	0.55	20	12.00
LSM6DSO32 [15]	3.3	0.55	20	12.50

ORIENTATION MICROCONTROLLER

Product	Working Voltage (V)	Working Current (mA)	Clock Speed (Hz)	GPIO Pins	Cost (USD)
Requirements	3.3 - 5	≤ 1,000	≥ 4K	≥ 2	≤ 100.00
Raspberry Pi 4B [16]	5	3,000	1.5B	40	152.00
ESP32 [17]	2.3 - 3.6	500	60M	22	6.67
Libre Le Potato [18]	5	800	1.5B	40	35.00





[24]

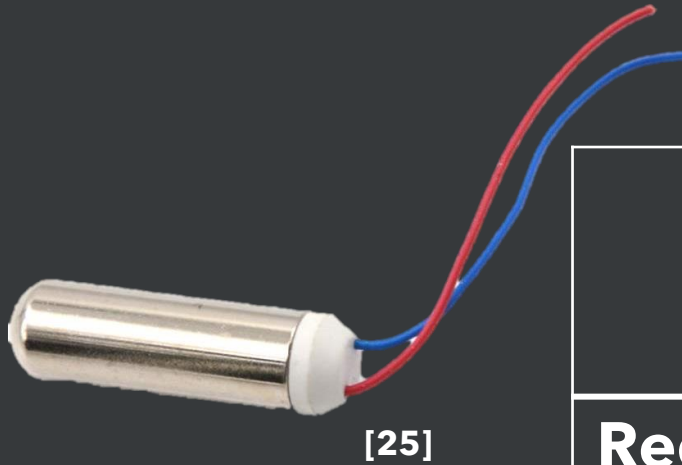


[24]

ULTRASONIC SENSOR

Product	Working Voltage (V)	Working Current (mA)	Max Range (m)	Measuring Angle (Degrees)	Cost (USD)
Requirements	3.3 - 5	≤ 15	≥ 2.2	N/A	N/A
RCWL-1601 [19]	3.3 - 5	15	4.5	15	3.95
US-100 [20]	3.3 - 5	15	4.5	$X < 15$	6.95
HC-SR04 [21]	3.3 - 5	15	4	15	1.30
A02YYUW [22]	3.3 - 5	8	4.5	60	17.88
Grove [23]	3.3 - 5	8	3.5	15	3.95

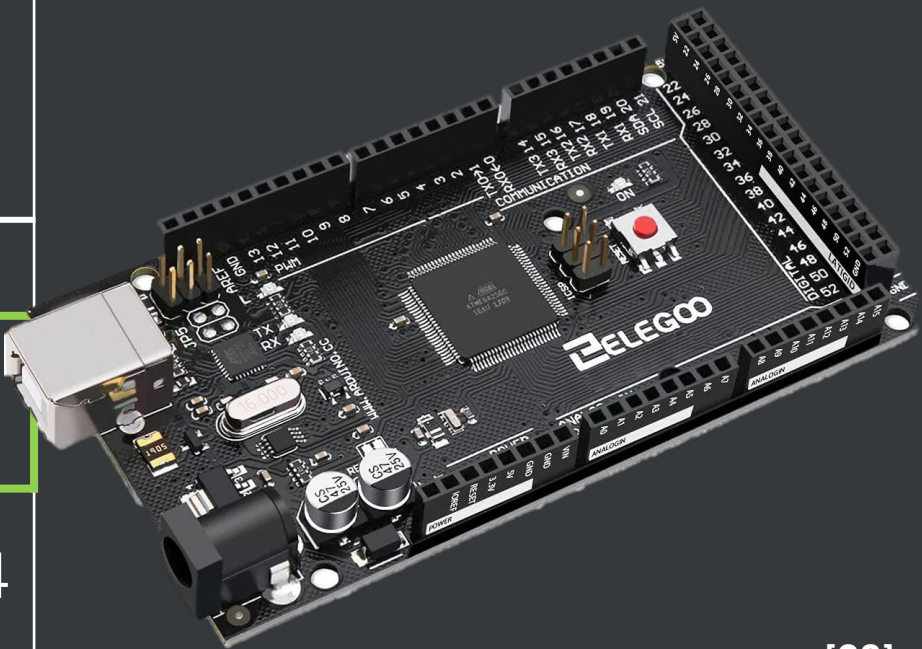
RUMBLE MOTOR



Product	Working Voltage (V)	Working Current (mA)	Rated Speed (rad/s)	Cost (USD)
Requirements	≥ 3	$\leq 25\text{mA}$	≥ 1675	N/A
TATOKO [25]	3	20	1675	2.14
BestTong [26]	1.5	20	837	1.19
BOJACK [27]	3	20	1675	3.50

DETECTION MICROCONTROLLER

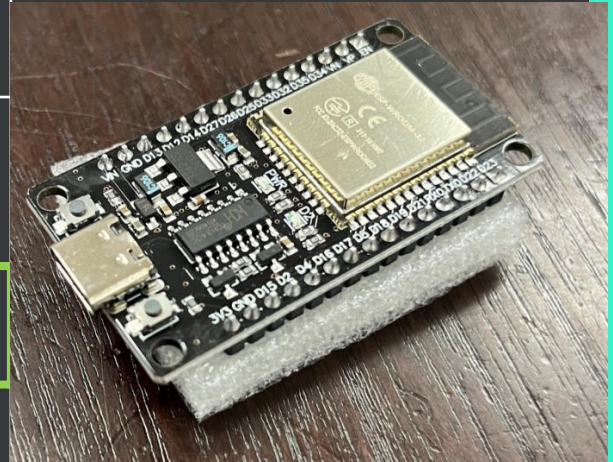
Product	Input Voltage (V)	Clock Speed (MHz)	Analog GPIO Pins	Cost (USD)
Requirements	N/A	≥ 16	≥ 16	N/A
Elegoo Mega [28]	7 - 12	16	16	21.00
Shield Buddy [29]	7 - 12	300	16	129.94
Arduino Mega [30]	7 - 12	16	16	48.20



[28]

BLUETOOTH TRANSMITTER

Product	Working Voltage (V)	Working Current (mA)	Connectivity	Cost (USD)
Requirements	≤ 5	≤ 500	Bluetooth	≤ 30.00
DSD Tech HM-10 BT Module[31]	3.6 – 6	50	Bluetooth 4.0 BLE	10.99
ESP32 [17]	2.3 – 3.6	500	Bluetooth 4.2	6.67
Adafruit Feather nRF52840 Express [32]	3.7	500	Bluetooth LE	24.95
Raspberry Pi 4 Model B [16]	5	1300	Bluetooth 5.0	152.00





[34]

POWER SOURCE/BATTERY

Product	Working Voltage (V)	Working Current (mA)	Capacity (mAh)	Cost (USD)
Requirements	≤ 7.4	≤ 3000	≥ 3000	≤ 100.00
SoloGood RadioMaster TX16S [33]	7.4	5000	5000	25.00
Zeee 2S Lipo [34]	7.4	5000	5400	38.00
Razepony [35]	7.4	5000	4800	22.00
HXJNLDC [36]	3.7	800	800	15.00

POWER CONVERSION/DC-DC CONVERTER



[37]

Product	Working Voltage (V)	Working Current (mA)	Cost (USD)
Requirements	7.4 to 3.3	≥ 3000	≤ 20.00
YIPIN HEXHA [37]	24 - 5 to 2 - 18	3000	12.00
Drok [38]	8 - 22 to 3 - 15	3000	15.00
Red Wolf [39]	12 TO 3.3, 5, 6, AND 9	3000	14.00

POWER RAIL/TERMINAL BLOCK

Product	Working Voltage (V)	Working Current (mA)	Number of Outputs	Cost (USD)
Requirements	≥ 3.3	≥ 3000	≥ 10	≤ 20.00
EVEMODEL PCB007 [40]	24	10000	12	7.00
OONO D1410 [41]	48	16000	12	11.00
HCDC D1338 [42]	300	30000	12	18.00



VR HEADSET

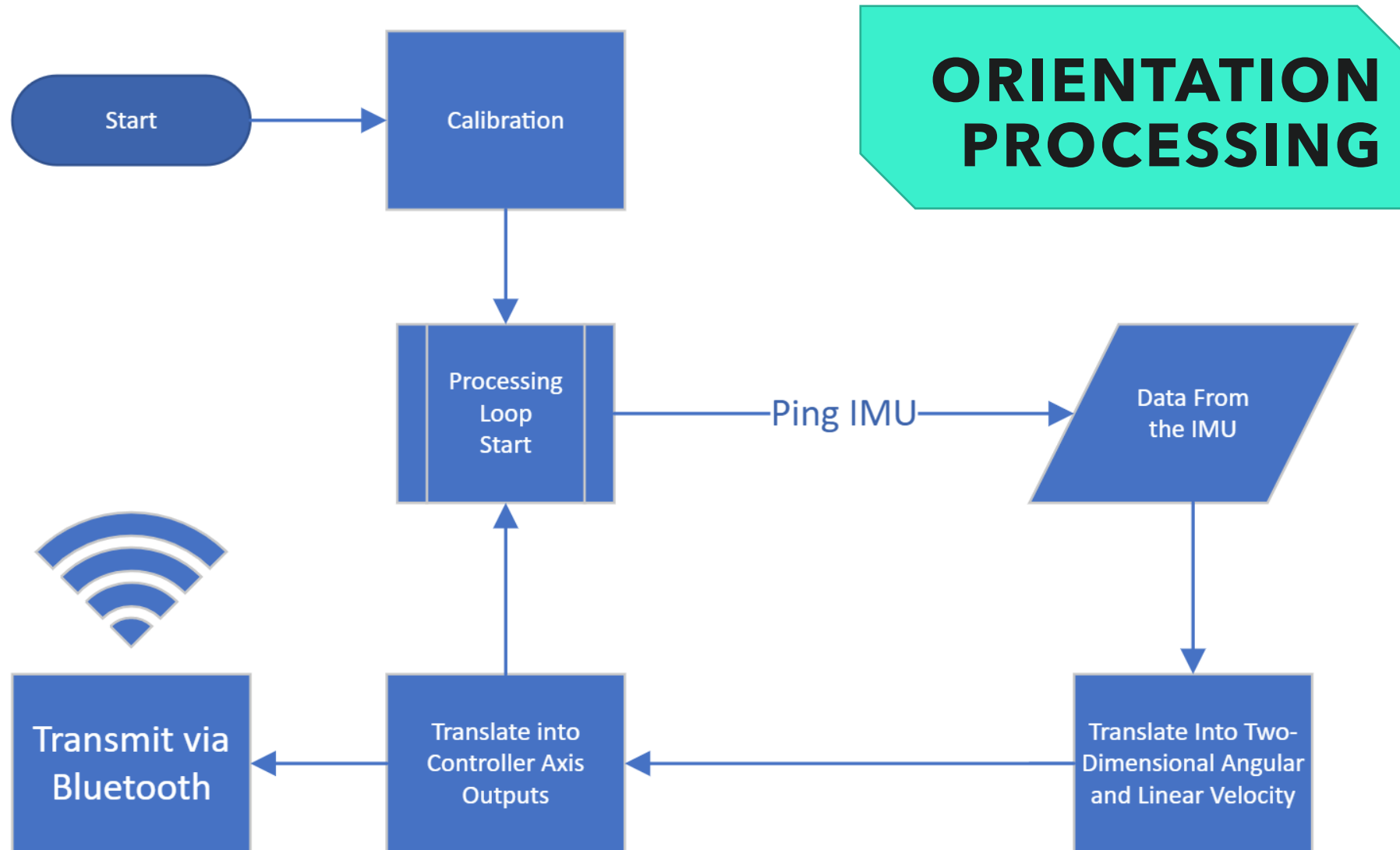


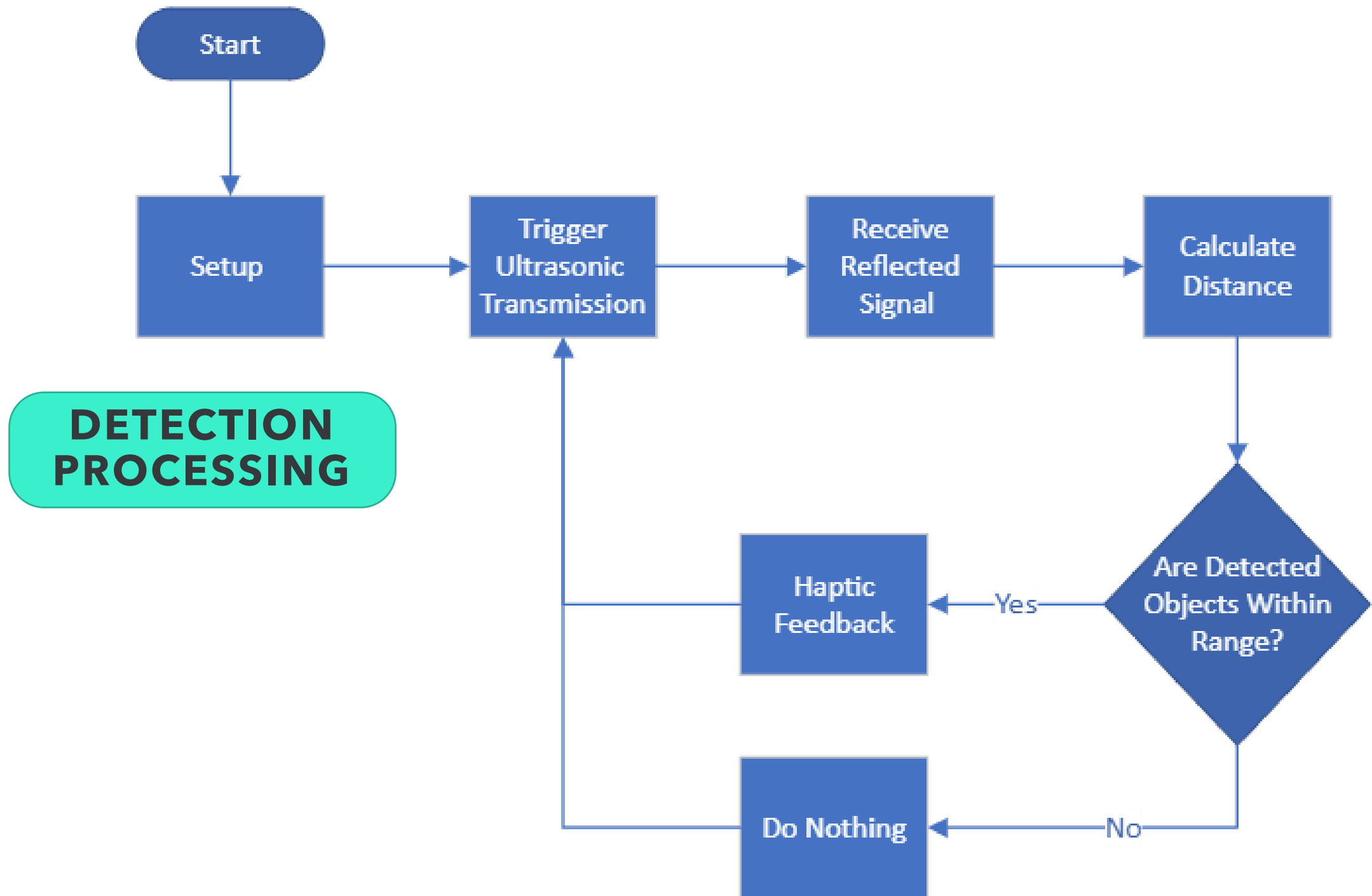
[47]

Product	Weight (lbs)	Connection	Tracking	Cost (USD)
Requirements	≤ 2	Wireless	On-board	$\leq 1,500.00$
Valve Index [43]	1.78	Wired	Steam VR Base Stations	750.00
Meta Quest 2 [44]	1.11	Wireless	On-board	400.00
HTC Vive XR Elite [45]	1.38	Wireless	On-board	1,100.00
Meta Quest Pro [46]	1.59	Wireless	On-board	1,000.00

SOFTWARE







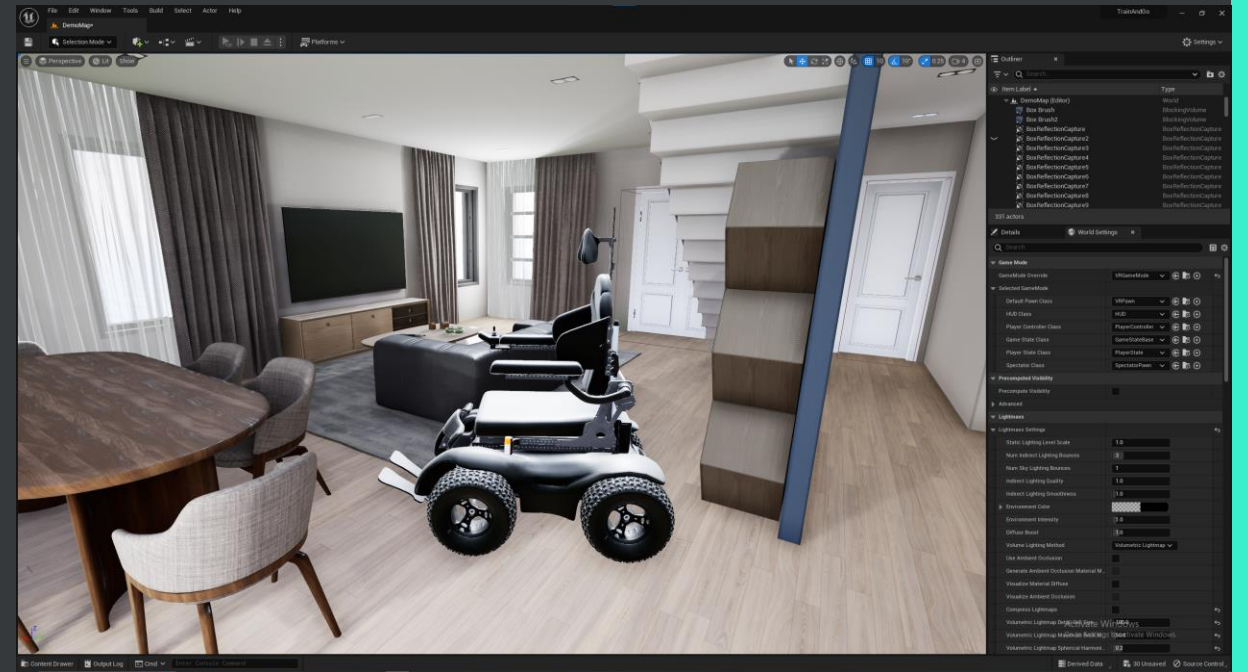
PROGRESS



VR ENVIRONMENT

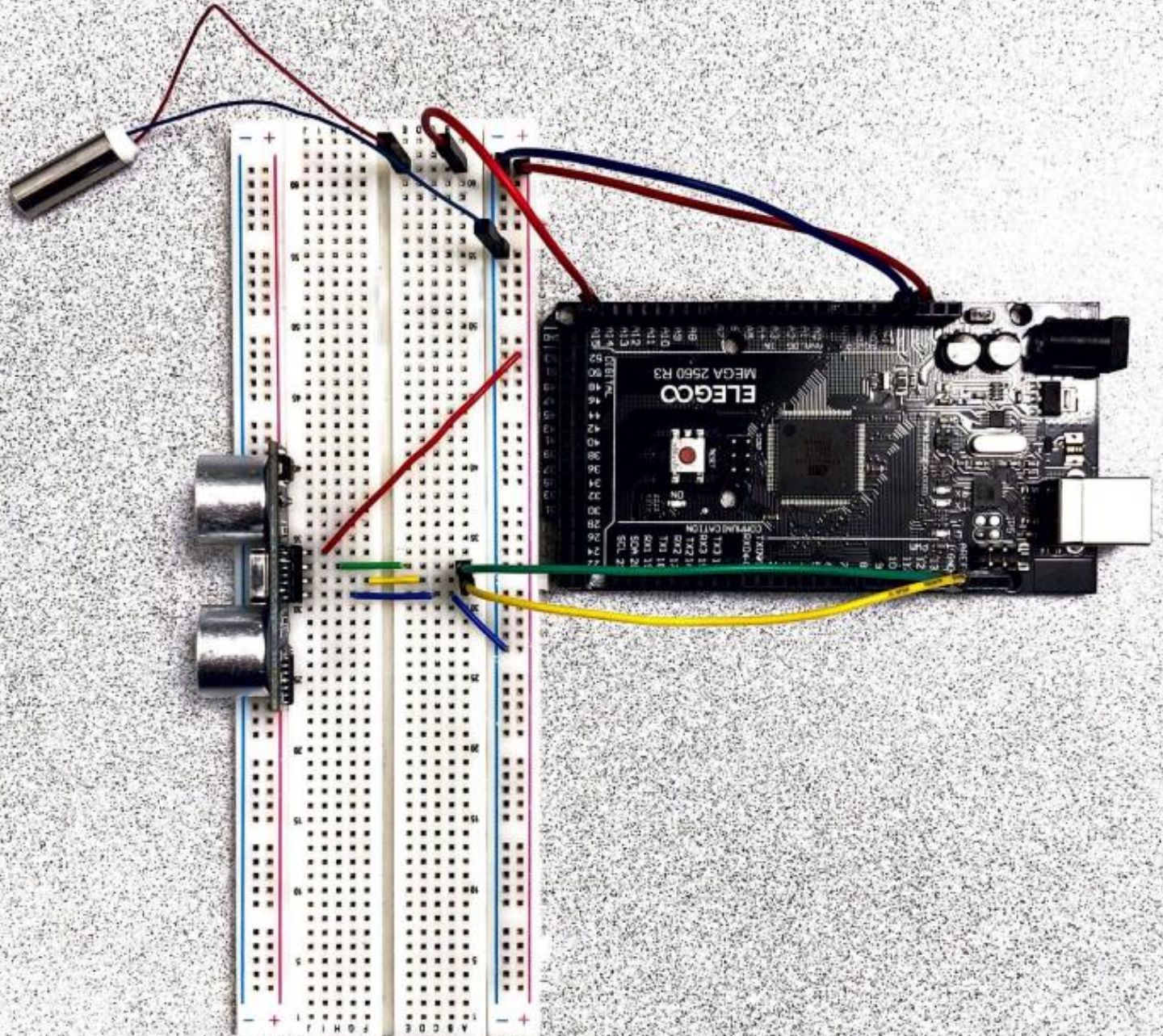


UNREAL ENGINE [49]

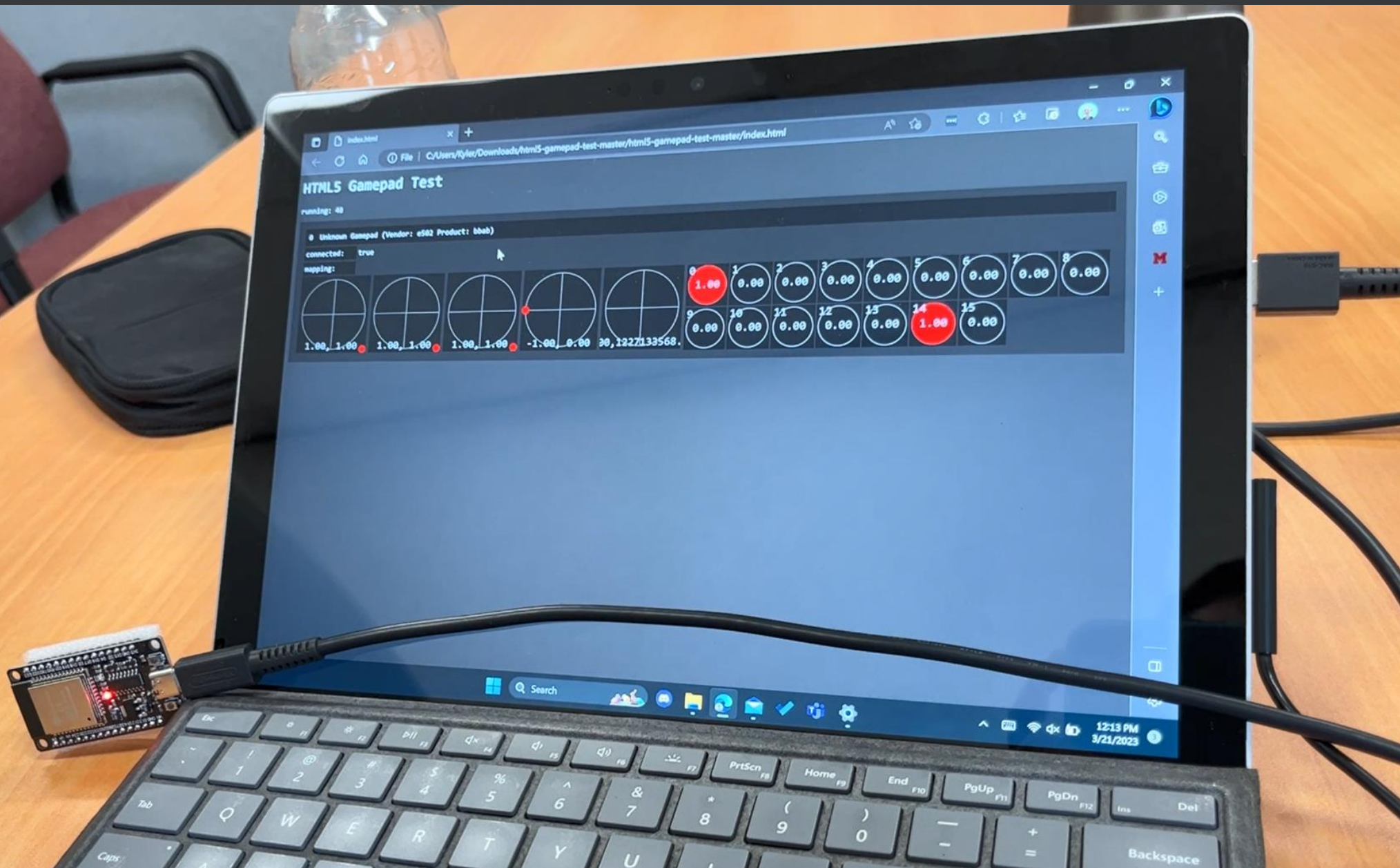



```
Sensor1:  
30  
  rumblePin:  
1  
Sensor1:  
30  
  rumblePin:  
1  
Sensor1:  
30  
  rumblePin:  
1
```

ULTRASONIC SENSOR



BLUETOOTH GAMEPAD



IMU READINGS

Temperature 17.86 deg C

Accel X: -4.16 Y: -2.58

Z: 1.83 m/s^2

Gyro X: 7.18 Y: 2.94

Z: -1.00 radians/s

Temperature 17.80 deg C

Accel X: -9.07 Y: 1.48

$$Z: -2.40 \text{ m/s}^2$$

Gyro X: -4.61 Y: 3.72

Z: 1.49 radians/s

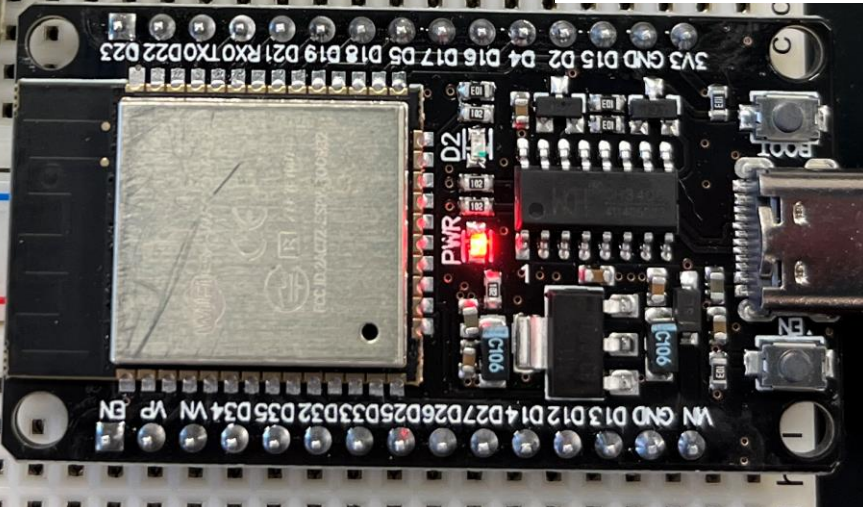
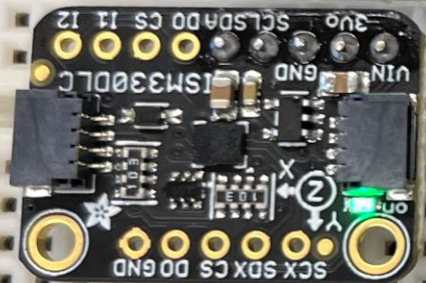
Temperature 17.85 deg C

Accel X: -1.35 Y: 6.96

$$Z: -8.27 \text{ m/s}^2$$

Gyro X: -20.01 Y: -2.94

Z: 3.02 radians/s



TIMELINE

January 17

May 1

Start of Semester

Demo Day

Idea

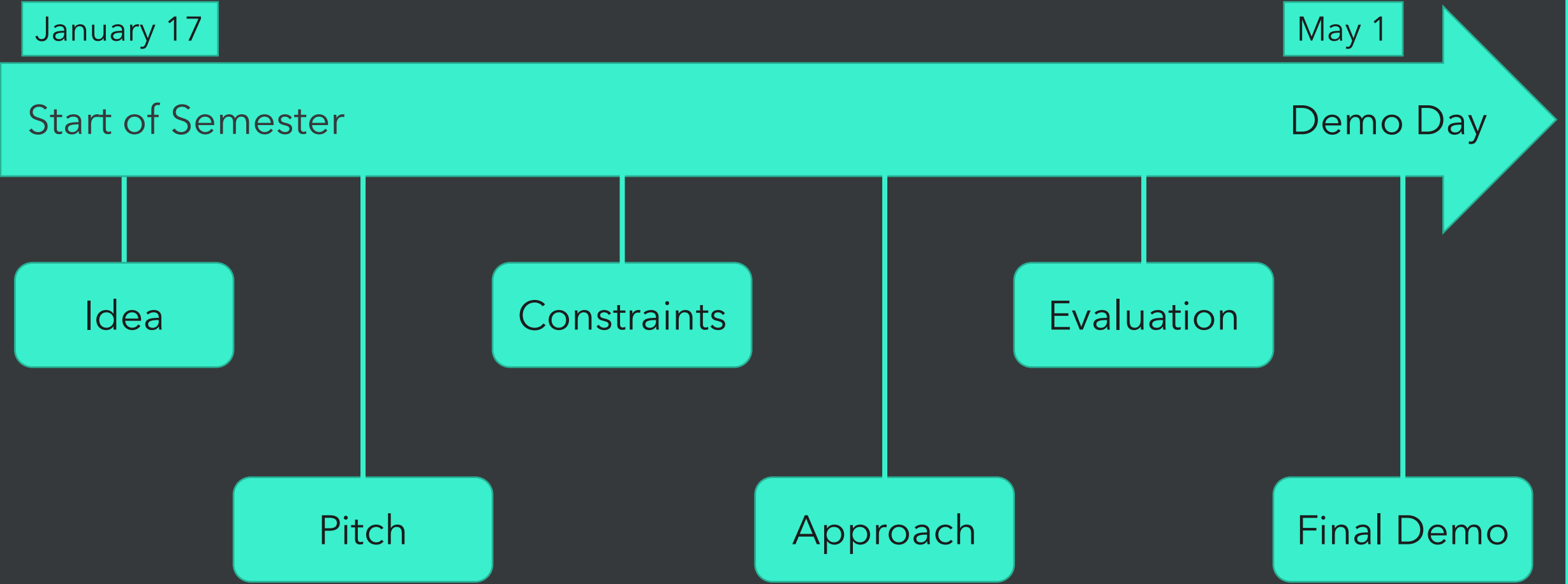
Constraints

Evaluation

Pitch

Approach

Final Demo



CONCLUSION



- Train and Go provides an enhanced VR wheelchair training experience
- Train and Go is currently still in the testing phase
- Train and Go's first prototype will be completed soon

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