

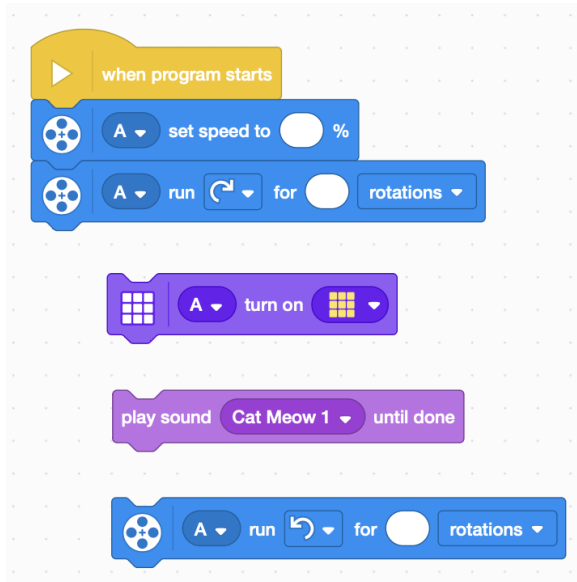
Perfect Golfer

The task is to build and program a machine that can be a perfect golfer and get a hole-in-one.

Build the “Mini Mini Golf” Activity (part of the “Crazy Carnival Games”)

Designate one spot to be the target hole.

Program the motor to swing the club:



You should adjust the blanks.

Add option for lights, sounds or motor actions and change their default values.

Test your code and adjust as necessary.

How does speed of the club affect the distance of the ball?

Does follow through matter? (Stop club just after it makes contact with the ball.)

If time allows:

- Add a jump that the ball must go over.
- Make the course longer by separating the club and the hole to see how far you can accurately drive the ball.
- Make more embellishments.