Product: Shooting Chronograph

This device will capture velocity of objects that pass through a predetermined area. Chronographs are popular amongst hunters and marksman alike who want to measure the velocity of the bullets fired from their weapons. This will be used to increase shooting performance and analysis. The user will present an object and have it pass through an area, whether that be fired from a weapon, thrown by the user, or by a machine.

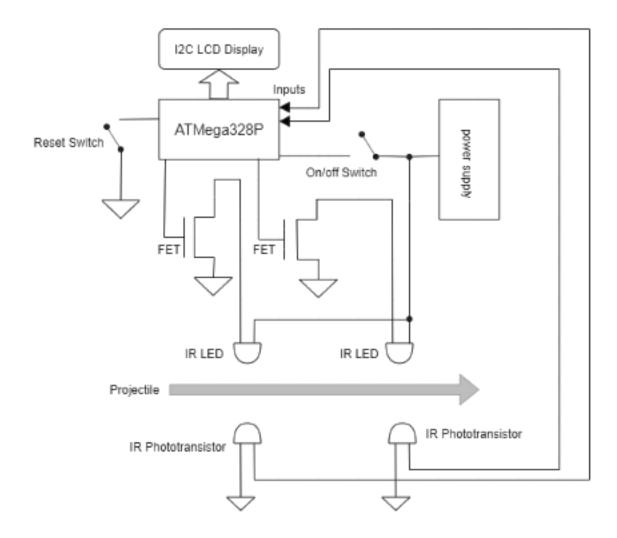
Intended customers will be researchers, athletes, airsoft enthusiasts who need to measure the speed of an object that passes through the chronograph for personal interest, safety, and more.

Currently there are chronograph manufacturers in the market that are usually priced high and offer only a small sized object to pass through its device. Professional chronograph that measure extremely fast moving object costs well over \$100. Using our own equipment and parts, we believe we can market our chronograph as the affordable chronograph that can measure a reasonable range of speeds. We believe we can offer a competitive price at \$30/unit.

- The Chronograph must be portable.
- It should be powered by a USB port.
- It must be able to measure as slow as 70 ft/s (Nerf dart)
- It must be able to measure speeds up to 250 ft/s (arrow speed)
- It may be able to measure speeds up to 2500 ft/s (rifle bullet speed)

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- The chronograph must have a built in screen to display speeds
- The chronograph should have an enclosure so that it can be mounted on a tripod
- The chronograph must be safe to use (ie: no sharp edges on design)



Design Specification:

• Minimum of 2 optical sensors

IR Phototransistor: IR Emitter/Detector pair x2

Processor

ATMega328P

Actuator

Digital Display Screen: 16x2 I2C LCD Display

Power

Low Power Consumption, voltage supplied by USB or battery (9V) Operating Voltage: 1.8-5.5 volts

Firmware

Code written in C

• Development environment

Interface with CPU using AVR Dragon Use ATMEL Studio IDE EAGLE CAD

Product Lifespan

1-2 years

Accuracy

+/- 10% of object's known speed

• Temperature Range

-40 to 150+ C

-40 to 257+ F