

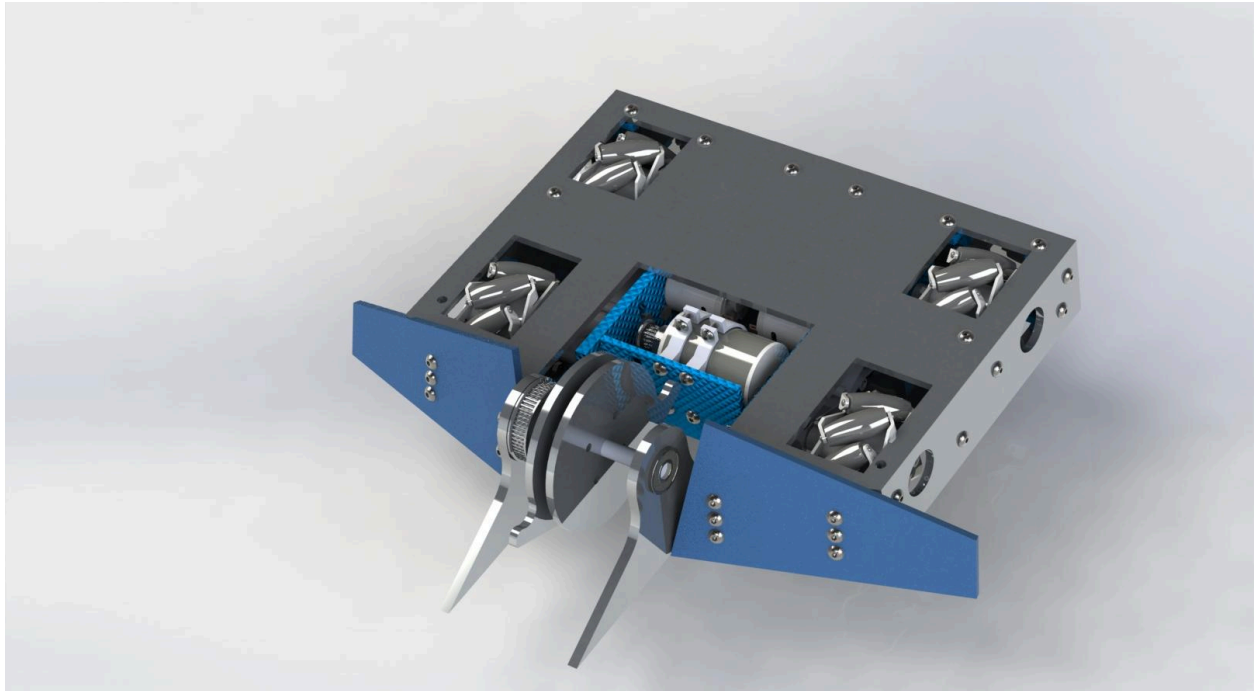
Introduction and Overview

Battle Bot Design Overview

This document outlines the design and features of a custom built battle bot, designed for robust performance in competitive environments. The bot is engineered with precision, focusing on high mobility and effective combat capabilities. Its frame is constructed from high-grade aluminum, chosen for its excellent strength-to-weight ratio, enhancing the bot's agility and impact resilience.

Weight and Dimensions:

- **Total Weight:** 3 kg
- **Material:** Aluminum
- **Overall Dimensions:** 21 cm X 20 cm



Frame Construction and Features

Aluminum Frame Construction

The frame of the battle bot serves as the skeleton to which all other components are attached and protected. It is crafted from aluminum, which provides a light yet sturdy base for the

operational components and weaponry. The design incorporates a series of reinforcements at critical stress points to prevent deformation under combat conditions.

Materials and Fabrication

- **Aluminum Frame:** The primary structure is built using aluminum, known for its light weight and high strength, forming the core framework that supports all critical components and systems.
- **3D-Printed Components:** Select parts of the battle bot are fabricated using advanced 3D printing technology. Materials such as ABS or PLA are chosen for these parts due to their light weight and ease of printing.

Benefits of Hybrid Construction

- **Customization and Flexibility:** The ability to quickly produce 3D-printed components allows for rapid prototyping and testing of parts, enabling continuous improvement and customization of the bot.
- **Cost-Effective Solutions:** Utilizing 3D printing reduces the cost associated with small batch production of complex parts, making it economically viable to design parts that perfectly fit the bot's needs without the need for expensive tooling or molds.

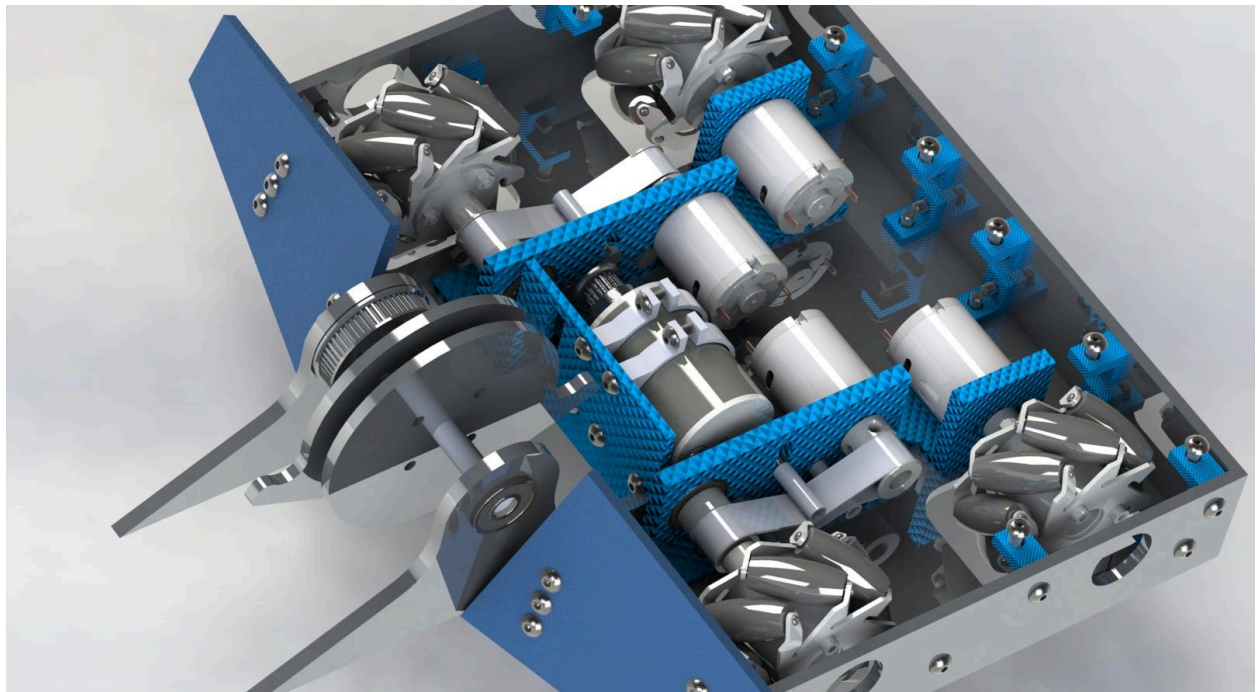
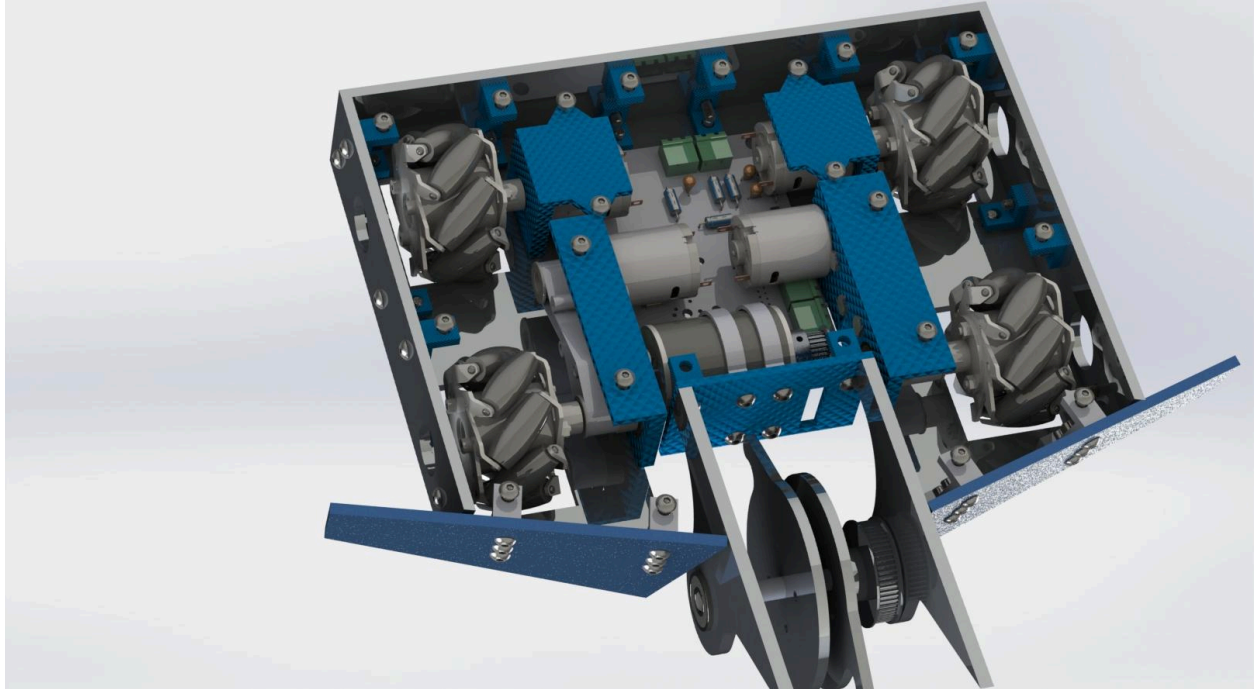


Figure 2: Detailed Overhead View



.Figure 3: Detailed downhead View

Weapon System Details

Weapon System Integration

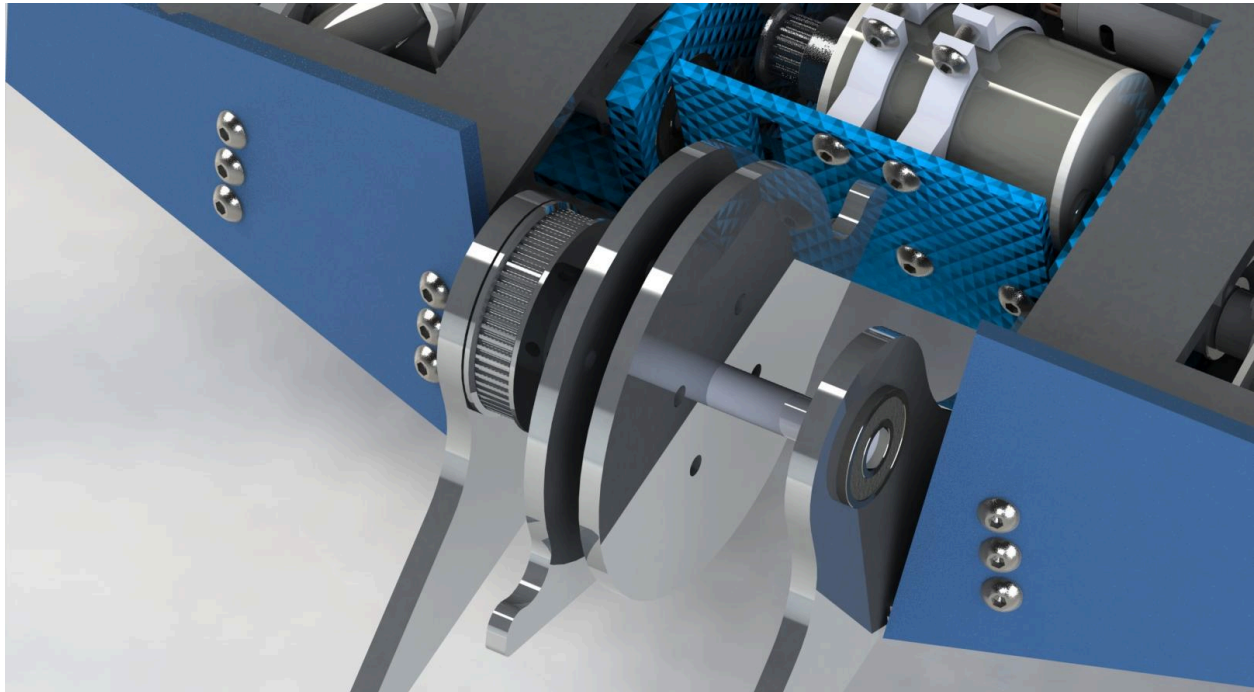
The primary weapon system of the battle bot is a centrally mounted spinning blade, designed to deliver high-impact hits to opponents. This weapon is powered by a dedicated motor, with the blade assembly made from hardened steel to withstand the rigors of combat.

Weapon Specifications:

1. **Blade Material:** Hardened steel
2. **Motor Type:** High-torque electric motor capable of rapid acceleration to maximum speed within seconds.
3. **Mounting:** The blade is mounted on a reinforced axle connected directly to the motor, with shock-absorbing materials used to reduce vibration and stress on the motor bearings.

Operational Capabilities:

- **Spin Rate:** Capable of reaching speeds up to 5000 RPM.
- **Impact Resistance:** Engineered to maintain functionality even after significant impacts, with easy-access features for quick field repairs.



.Figure 4: close look to the weapon mechanism

Electrical component :

The links of every component i will mention will be on the references , plus this is not the PCB components , this is just hard electrical components like motors , controller , etc ...

Component	Description	Quantity	Unit Price	Total Price
DC Motor High Speed Electric Brush	12V 100W Motor 5000RPM High Speed Electric Brush Scooter Motor R6493 RC Car	1	\$57.39	\$57.39
775 High Power DC Motor	DC 12V-24V, 3200 RPM, Large Torque Motor Ball Bearing	4	\$16.32	\$65.28
GoolRC Flysky FS-i6X Transmitter	2.4GHz 10CH AFHDS 2A RC Transmitter with FS-iA6B Receiver	1	\$46.99	\$46.99
CNHL 2200mAh 3S Lipo Battery	30C 11.1V with Dean Plug, Pack of 2	1	\$55.00	\$55.00

Premium 97mm Mecanum Wheel	Omni Directional Tire with Metal 6mm Coupling	1 Set	\$43.99	\$43.99
Zeberoxyz GT2 Synchronous Wheel Set	20&60 Teeth 8mm Bore with 200mm Width 6mm Belt	1 Set	\$12.89	\$12.89
150g 3D Printed PLA Plastic	Material for custom parts	150g	\$9.40	\$9.40
2.300 kg Aluminum Material	For structural components	2.300 kg	\$76	\$76

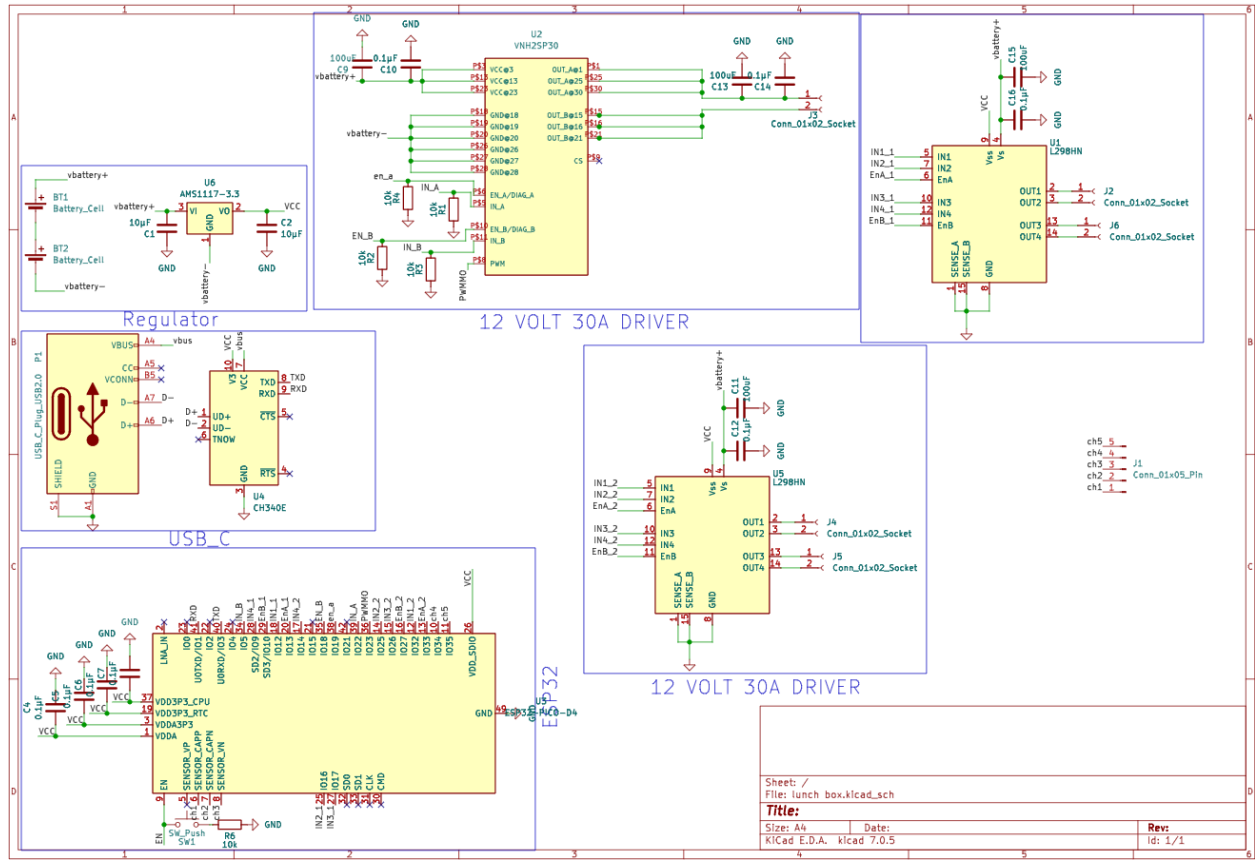
The PCB Design

Overview

This PCB i made is supposed to control the battle bot completely using the FS-i6X controller , by using driver ic's for controlling the 5 motors , while the 4 wheels motors should be slower and with a less torque than the weapon motor , so i decided to use 2A DC motor for the wheels and 10A dc motor for the weapon motor , controlled by the main MUC that is (Esp32 - Peco-D4) this esp is supposed to take the signals from the 5 channels from the controller and then convert to a PWM signals to use them with the drivers

Component	Description	Function in Project	Main Pins
U3 (ESP32-PICO-D4)	Microcontroller	Central processing unit that handles control logic, motor commands, and sensor inputs.	VDDA, IO34-IO35, IO32-IO33, GND, additional IO pins for sensor and actuator control
U1, U5 (L298HN)	Motor Driver	Controls the four wheel motors, allowing precise movement and speed adjustments.	IN1, IN2, IN3, IN4, EnA, EnB, OUT1, OUT2, OUT3, OUT4, Vs, Vss
U2 (VNH2SP30)	Motor Driver	Manages the high-current weapon motor, providing necessary torque and speed.	IN_A, IN_B, PWM, CS, OUT_A, OUT_B, VCC, GND
U6 (AMS1117-3.3)	Voltage Regulator	Supplies a stable 3.3V power to low-power components on the board.	VI (Input Voltage), VO (Output Voltage), GND
U4 (CH340E)	USB to Serial Converter	Enables programming and communication between the microcontroller and a computer.	TXD, RXD, VCC, GND, D+, D-, UD+
C1, C10-C16	Capacitors	Stabilize voltage and filter noise in the power supply to various components.	- (Connected across power and ground pins of associated components)
R1, R2, R3, R4, R6	Resistors	Employed for pulling up/down inputs and limiting current to protect other components.	- (Connected in line or across signals and power for biasing and protection)
J1, J2, J3, J4, J5, J6	Connectors	Provide interfaces for external connections to motors, power sources, and other peripherals.	- (Pin numbers vary by connector type and usage in the design)
SW1	Switch	Used to enable the microcontroller, typically controlling the power state or activation of the system.	- (Connected to the enable pin on the MCU)
FS-i6X Channels (CH1-CH5)	Control Channels	Interface for receiving signals from the FS-i6X transmitter, used for controlling various functions like movement and weapons.	CH1 to CH5 connected to corresponding input pins on the microcontroller for processing

.Figure 4: close look to the weapon mechanism



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Power Management Components

1. AMS1117-3.3 Voltage Regulator (U6)

- **Function:** Provides stable 3.3V output for low-power devices.
- **Current Handling:** Up to 1A, supporting the microcontroller and sensors.
- **Integration:** Positioned near power inputs with filtering capacitors to ensure smooth operation.

2. VN25P30 Motor Driver

- **Function:** Drives the weapon motor.
- **Current Handling:** 30A continuous, suitable for the 10A required by the weapon.
- **Integration:** Includes extensive heat sinking to manage high current loads, crucial for the weapon's operation.

3. Dual L298HN Motor Drivers

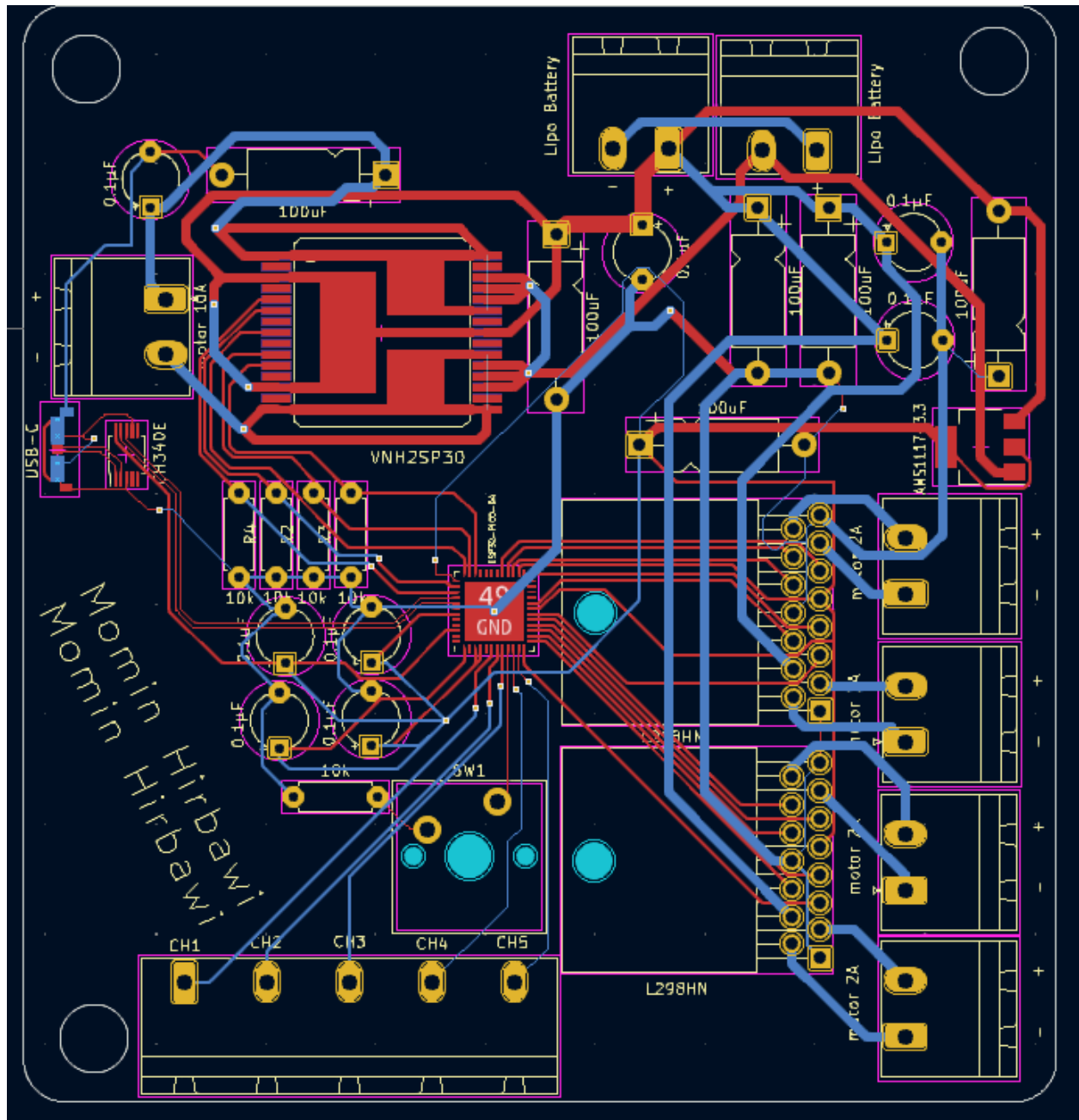
- **Function:** Independently controls four wheel motors.
- **Current Handling:** 2A per channel, aligning with the wheel motors' 2A requirement.
- **Integration:** Each driver is equipped with dedicated capacitors for voltage stabilization and noise filtering.

4. ESP32-PICO-D4 MCU (U3)

- **Function:** Acts as the central processing unit, handling logic, sensor input, and motor control commands.
- **Power Supply:** Powered by the AMS1117-3.3 to maintain a reliable 3.3V.
- **Role:** Crucial for interpreting control signals and managing operational states of the battle bot.

In the PCB design for the battle bot, special attention has been paid to the trace widths to ensure they can handle the required currents without excessive heat buildup or voltage drop. For the motor traces that need to support up to 2 amps, a trace width of 0.8 mm is used. This width is calculated based on standard PCB design guidelines which recommend sufficient width to handle the current with an allowable temperature rise of 10°C to 20°C. For the more demanding application of the weapon motor, which requires up to 10 amps, the trace width is increased to 2.5 mm. This specification ensures that the traces can safely conduct higher currents, calculated using the IPC-2221 standard, which provides formulas for determining the trace width based on the expected current load and the copper thickness, typically 1 oz/ft² for standard PCBs. By adhering to these guidelines, the PCB is designed to ensure reliability and efficiency in powering both the movement and weaponry systems of the bot, crucial for optimal performance in competitive scenarios.

This PCB, measuring 10 cm by 9.5 cm, employs a concise 2-layer design, with top and bottom layers facilitating efficient routing of power and signal traces. The use of vias is optimized to connect traces between these layers effectively, enhancing the electrical performance and compactness of the design. Thicker traces on the power layer support high-current applications, vital for the motor drivers managing wheel and weapon motors. The layout also ensures that all connectors and critical components are easily accessible, which is crucial for maintenance and troubleshooting in competitive environments.



.Figure 4: close look to the weapon mechanism

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