Who What When How?

Who: Team

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| Team Name | Painting Machine |
| Team Members | Philip and Sota |
| Repository link | <https://github.com/psb-2019-2020-s1-autonomous-robotics/the-painter> |

What: Description

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| Goal | To have a machine paint a piece of paper when a button is pressed, and stops when the button is released. |
| Use | To paint something in a circle motion. |

How / Why: Other documentation list

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| Design | We are going to use a touch sensor, color sensor, and motors to paint a piece of paper. |
| Code | When the touch sensor is pressed, the motors will start to move and paint the paper. When the color sensor detects that the paper is not white anymore, it will stop the program. We are also going to add wheels on the bottom so that the robot can go forward and backwards as it is painting, so it can paint more. |
| Trade Offs | The motors only have one range of motion, so the paint brush will only be able to move in circles. |