

JynXD!
Project Name: JUNKYARD
CS 251

Group 26: JYNXD!

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1 VISION

We plan on creating movable vehicles on a real life terrain/racetrack.

2 STAGE 1:

2.1 Vehicles

BIKE - Animesh Baranawal(130050013)
CAR - Lokit Kumar Paras(130050047)
TANK - Rawal Khirodkar(130050014)

- a) Primary Stage :
Designing of basic outer structure of the vehicular body.
- b) Secondary Stage :
Providing the skeleton with mobility.
- c) Final Stage :
Debugging and efforts on the look of the vehicle. (Tank would be a tough one)

2.2 Expectations

Creation of Vehicles in Box2D by the end of this section which ofcourse simulates/mimics the actual vehicles.

We will try to capture as much detailing as possible in this section , for example joints and interior working of the vehicle and Box2D will be at our aid to exhibit the effect of physical forces on them.

2.3 Additional Part

If time permits and we are way ahead of our schedule, we would like actually dig deeper in the mechanical design of the vehicle and even try to design it engine. Well this is just an idea right now!! Lets say the bonus part of project for us.

3 STAGE 2:

3.1 Creation of Track:

Well we want to have the track resembling a Rube Goldberg machine on “a large scale” as closely as possible. To paint the picture we have pits and ramps, huge dominoes and huge spheres in mind, along with lots of ramming of vehicles (thats the main reason we included Tank in the first place).

This will be our second stage and we think this will be easier than the first one.

This part of the project will be done by all of us taking turns.

4 STAGE 3:

Final debugging and integration (we will implement the bonus part if time is on our side). Cheers :D.

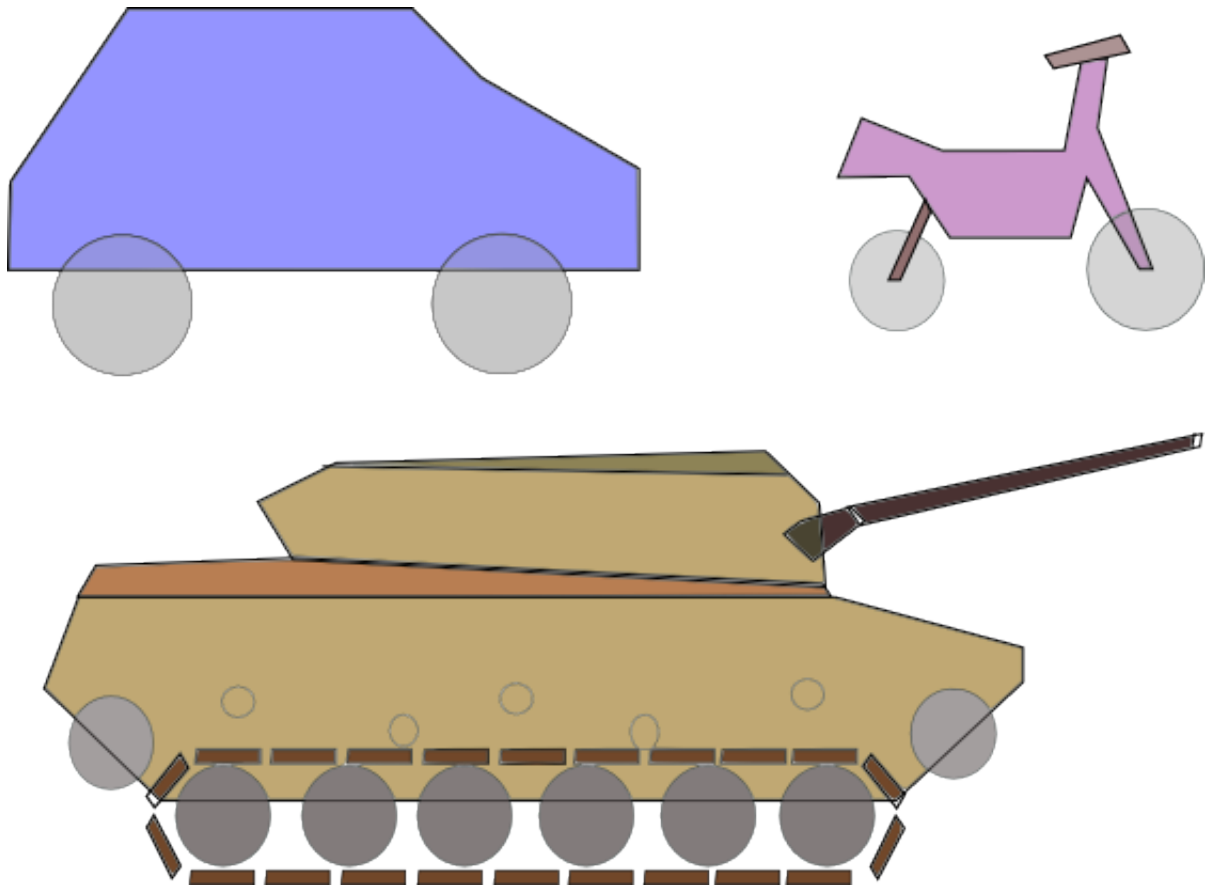


Figure 1: ROUGH DESIGN OF VEHICLES