





# INTRA COLLEGE TECHFEST

### **ROADRUNNER**

"I don't stop when I 'm tried, I stop when I'm done "

#### **Problem Statement:**

To build an autonomous line follower bot based on microcontroller which is capable of following a white path on black surface and detecting crossroads and walls.

#### **General Rules:**

- The maximum team size is four.
- The four participants should be from Techno India College/University.
- No person can be in two teams of the same event.
- Damaging the path will lead to immediate disqualification.
- Decision of Coordinators would be final.

#### **Event Rules:**

- The width of line would be 2.5cm. approx.
- There will be a total of 2 rounds.
- The maximum time allotted to complete the task is 4 minutes in the prelims and 5 minutes in the finals.
- A team can have maximum of three hand-touch & one restart in 1<sup>st</sup> round and five hand-touch & one restart in 2<sup>nd</sup>round.
- After every hand-touch, the bot will be placed on the line, the first hand touch will be free but further will lead to a penalty.
- If a team wants a restart, the bot will be placed at the starting point.
- The run shall start from a predefined starting point.

- The decision of the event coordinator(s) will be final and binding.
- In the first round the bot has to follow the line and detect the check points present on its way.
- In the final round the bot also has to detect the walls present on sides. The walls will be approx. 15X15cms and at the distance of 12-15 cm from the line.
- The bot has to stop at the finishing point.

### Round 1

- 1. For this round the bots have to complete the arena in minimum time.
- 2. In this round only check points are present (no walls)

### **Scoring:**

**1000** - [**150** if restart] - **100**\*[No. of timeouts] - **50**\*[No. of hand touch] - **2**\*[Time in seconds] + **50**\*[checkpoints correctly detected]

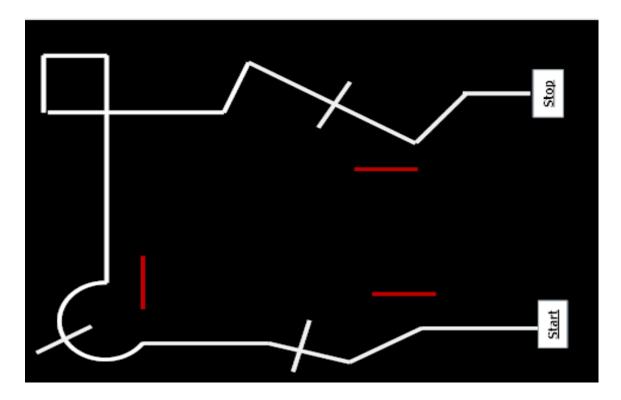
## Round 2

- 1. For this round the bots have to complete the arena in minimum time.
- 2. In this round checkpoints and walls are present.
- 3. Walls are present on the right side.
- 4. In this round bot have to stop at finishing points.

### **Scoring:**

1000 - [150 if restart] - 100\*[No. of timeouts] - 50\*[No. of hand
touch] - 2\*[Time in seconds] + 50\*[checkpoints correctly detected] +
50\*[no of walls] + 100\*[if stop at finishing points]

# **Sample Schematic:**



## The Real arena may differ from this given sample.

#### **EVENT COORDINATORS:**

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