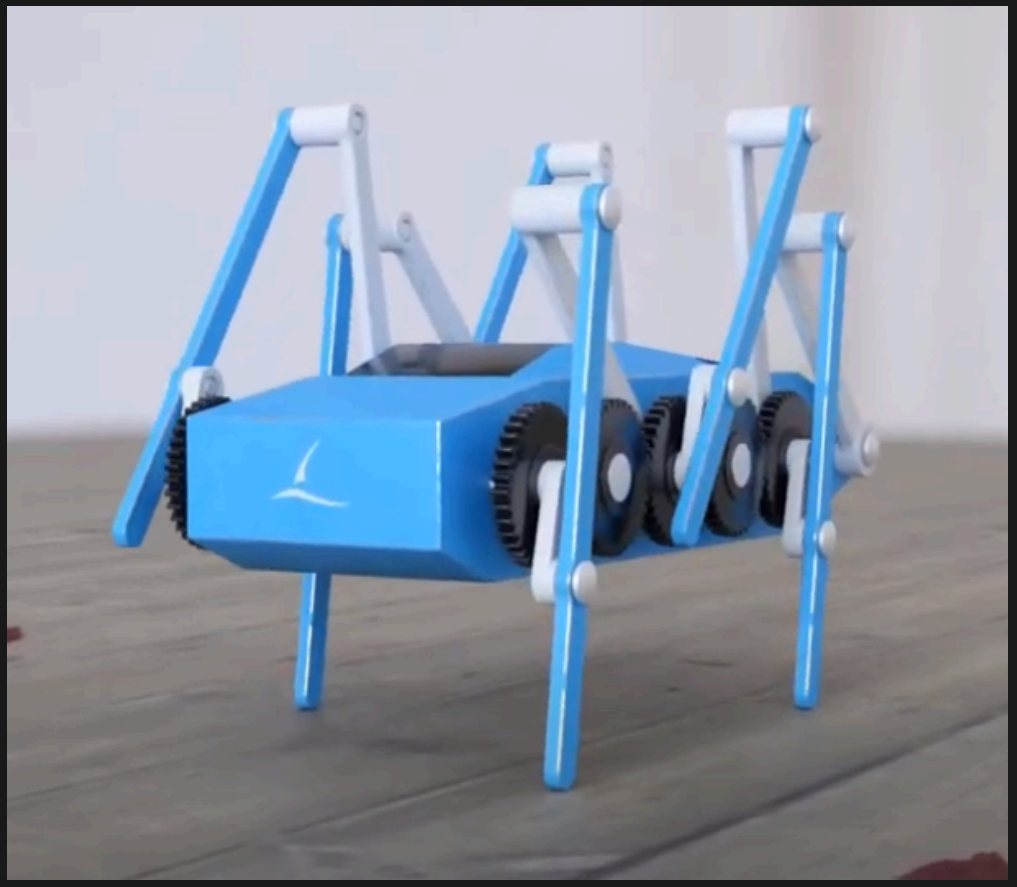
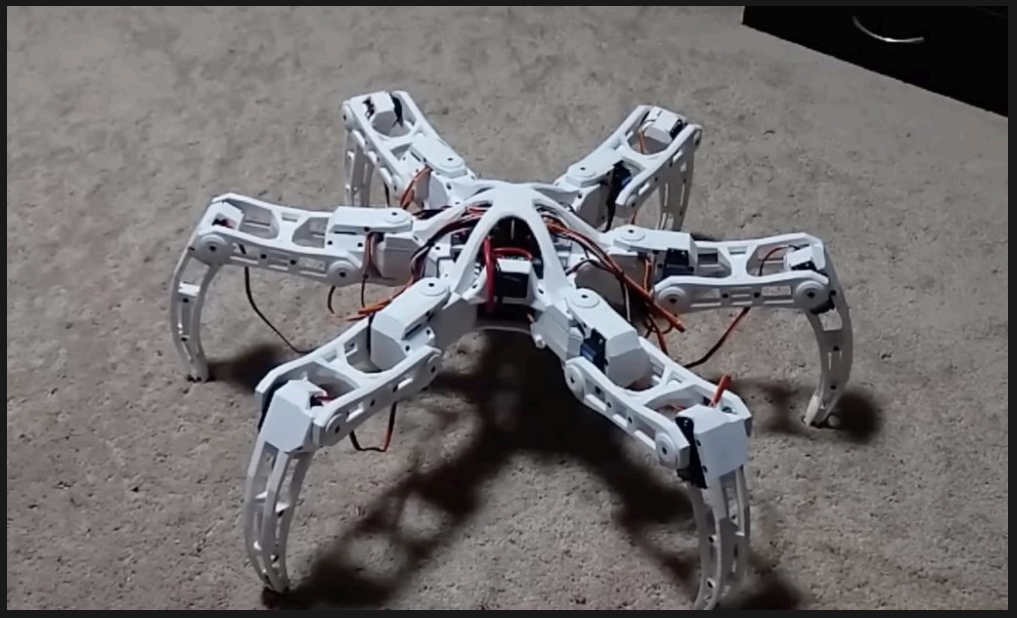
IDEAS

simple wheels: simple mechanics, simple software



mechanics-based walking: complex mechanics, simple software

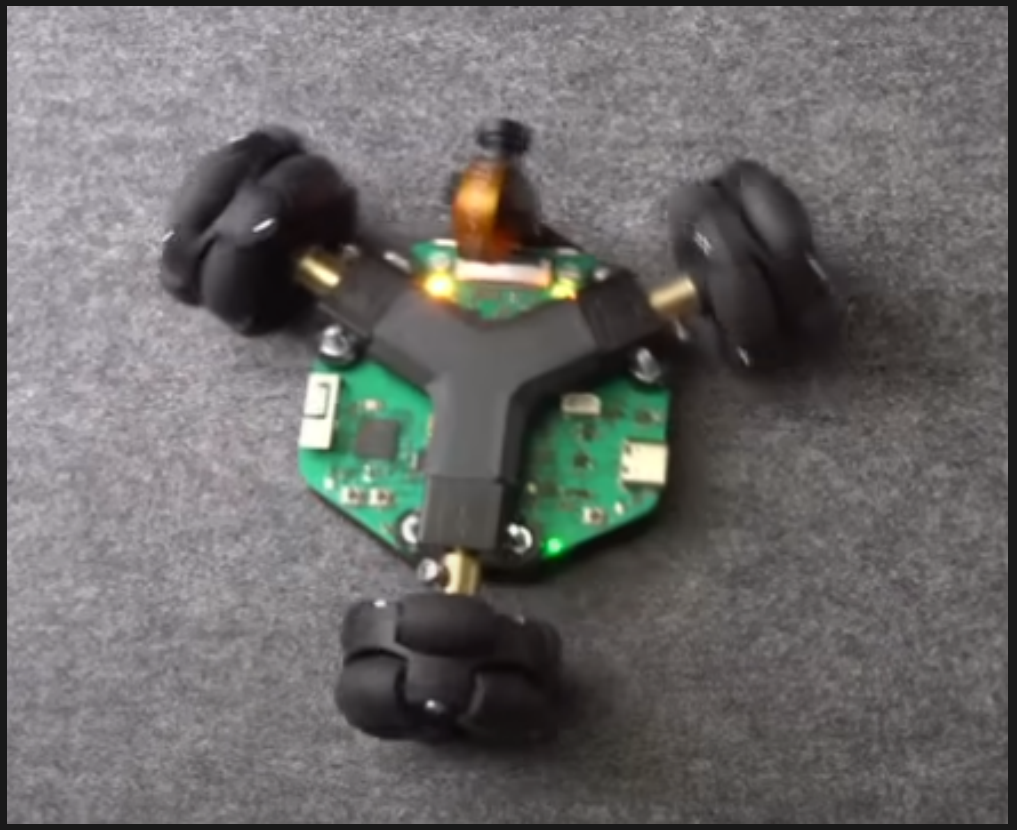


servo-based walking: medium/complex mechanics, complex software

I AM A BEGINNER IN ROBOTICS

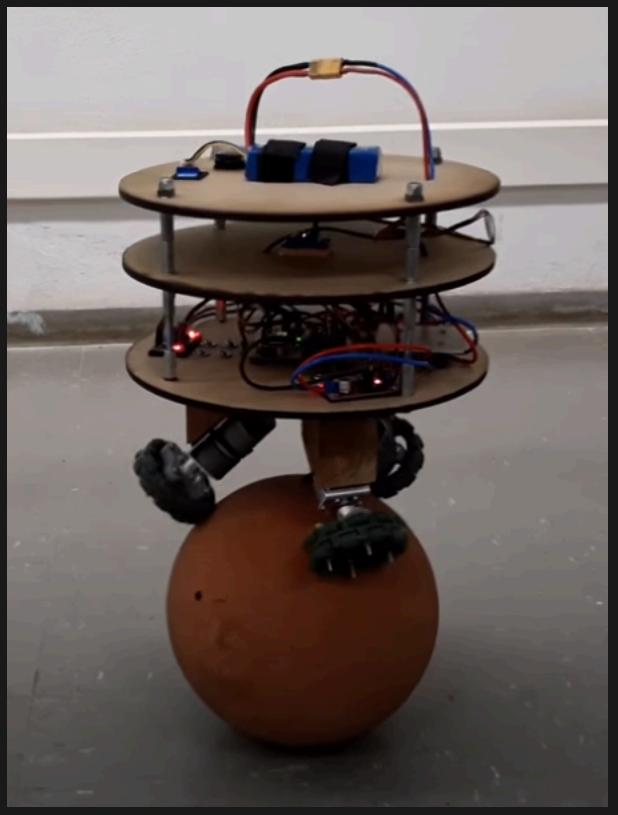
- spider-bot is likely a little over-ambitious
- (also fitting everything into the given size constraints is hard)
- but I also want to do something fancy...

MIDDLE WAY (ITERATIVE DESIGN)



1st step: omnidirectional wheel robot

2nd step: adding remote control capabilities



3rd step (if there's time): add ball balancing capabilities

FIRST THINGS I NEED TO DO

1. choose hardware (wheels, arduino/raspi, ...)
2. find out how to organize parts in the case
3. build first prototype (learning about printing, soldering etc.)
4. write some basic controller software
5. see how things go from there :)

BIGGEST CHALLENGE

1. almost all hardware-related (3D printing, soldering, electronics, ...) stuff is new for me
2. getting the robot to balance and still move

BACKUP

- only doing the 1st step
- 4-wheel robot (not omnidirectional)

QUESTIONS?