

# MEAM 5100 Final Project

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**TEAM 26: GIA DCOSTA, SAAYUJ DESHPANDE, SAMHITHA VEDIRE**

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DESIGN REVIEW

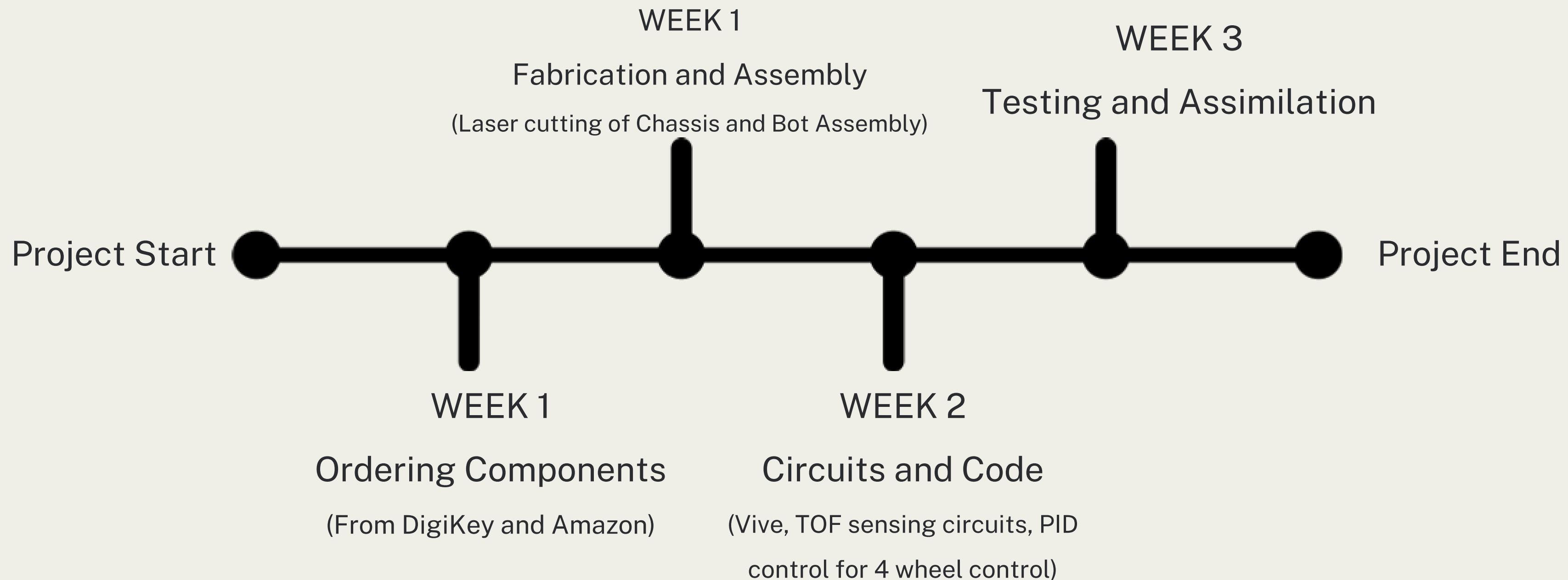
# OVERALL PLAN

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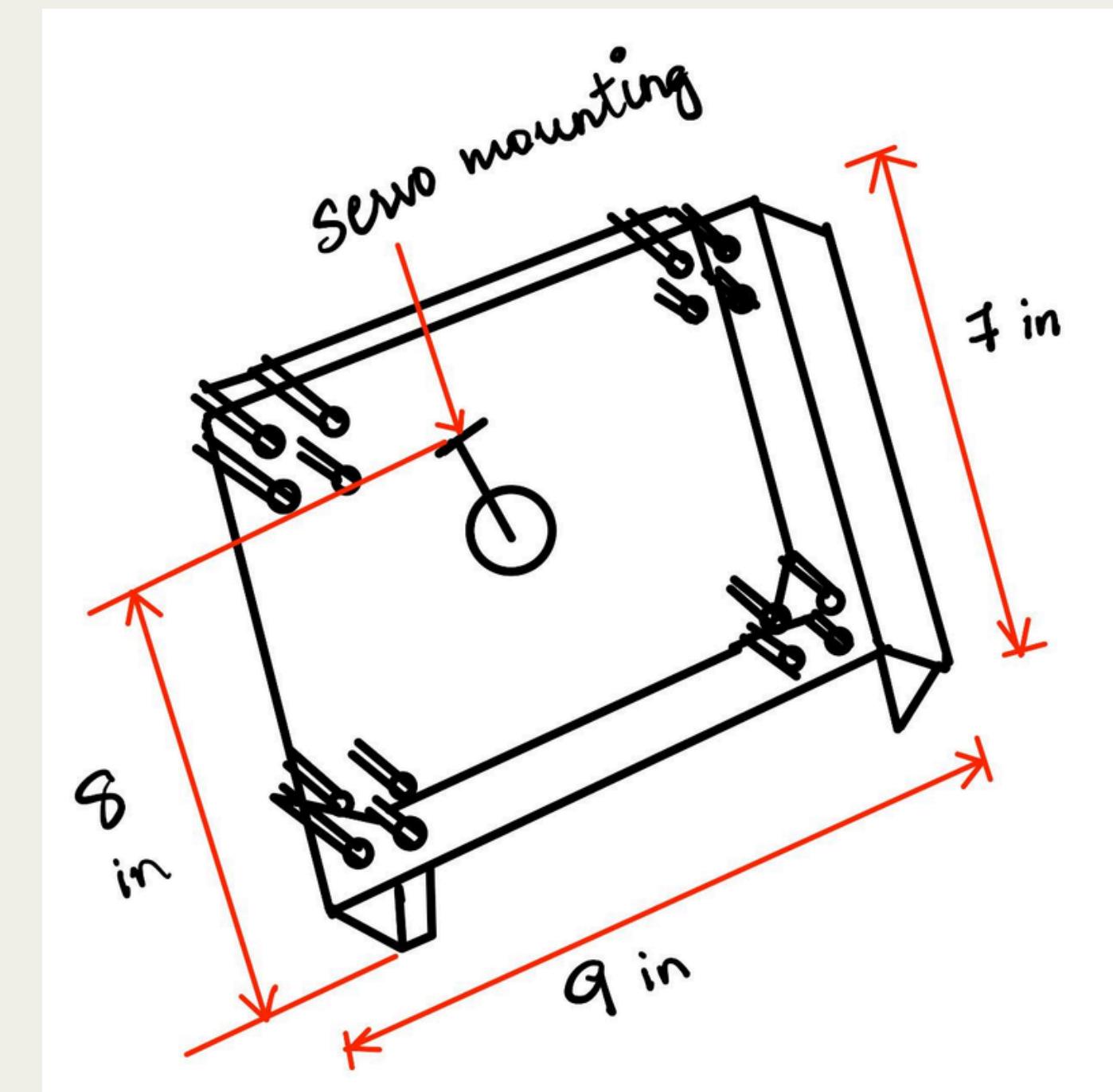
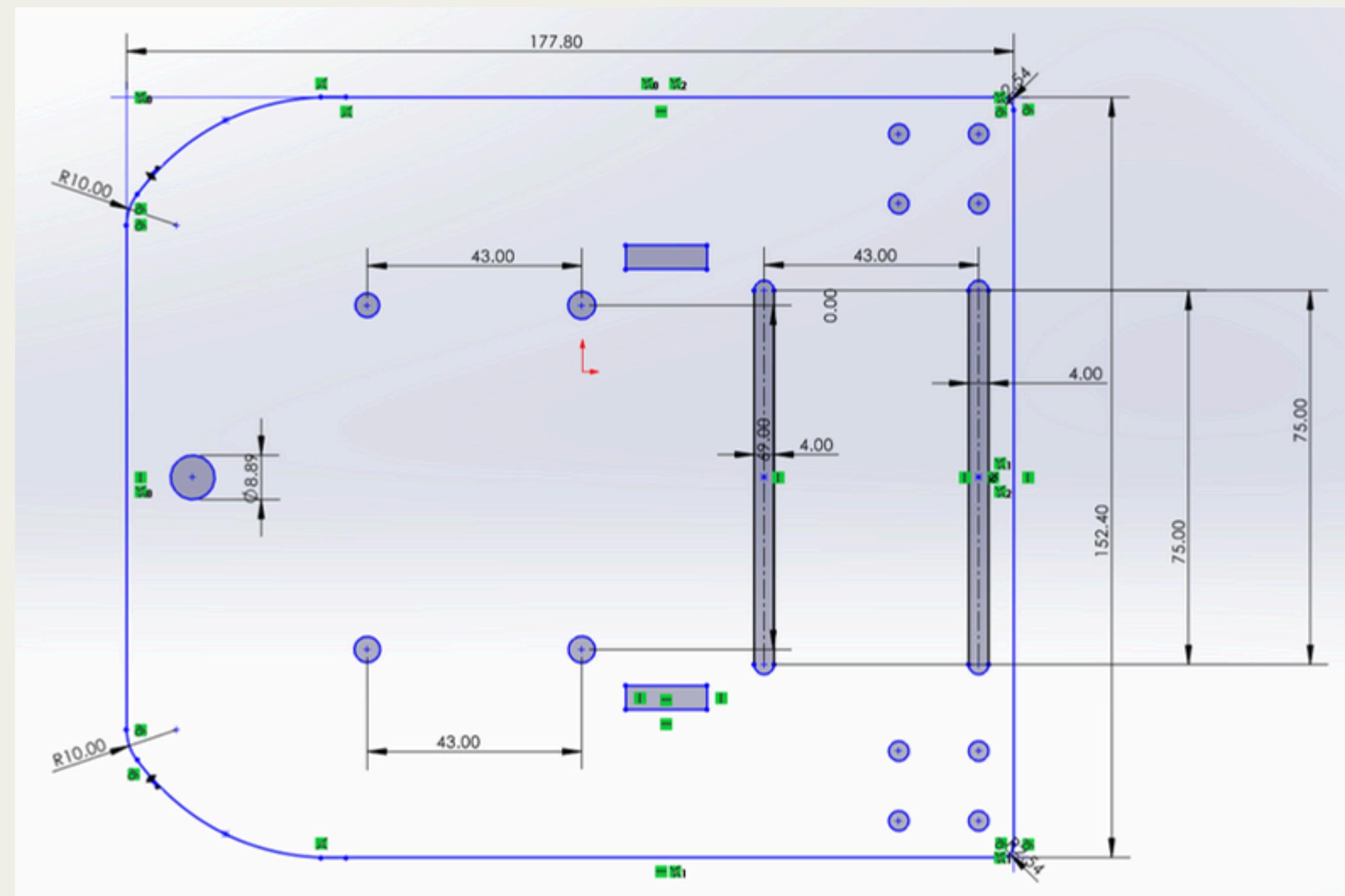
- Mobile Robot Architecture
- Components
- Software Plan

# SCHEDULE

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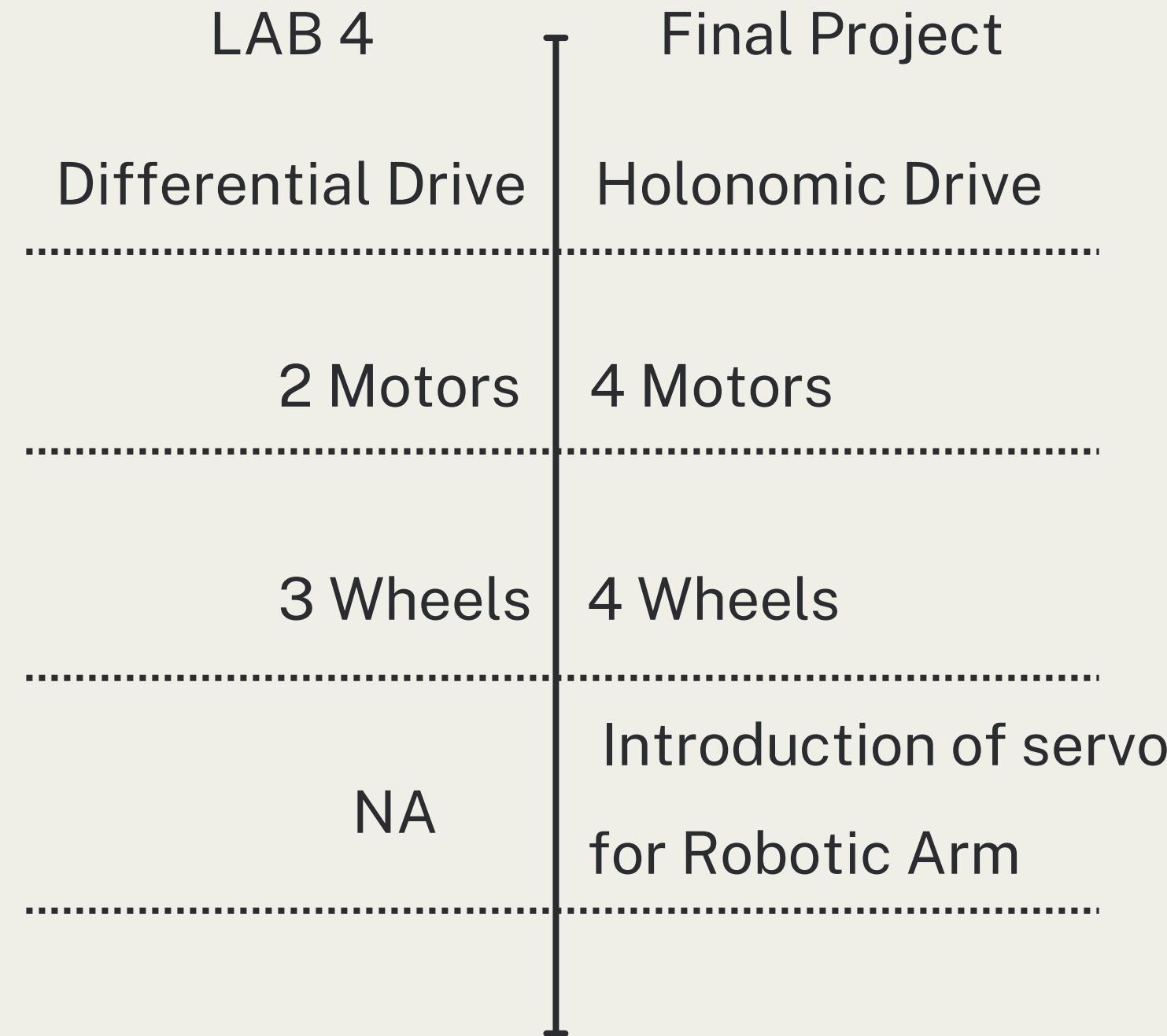
# MOBILE ROBOT ARCHITECTURE



# MOBILE ROBOT ARCHITECTURE

Key Components of Mechanical Design:-

## Major Upgrades



# BILL OF MATERIALS

Serial No.	Description	Material/Component	Quantity
1	Motors	Metal	4
2	Wheels	Plastic + Rubber	4
3	Chassis	Acrylic	1
4	Battery	LiPo	2
5	ToF Sensors	VL53L1X	3
6	RGB Sensors	VEML3328	3
7	Vive Photosensors	PD70-01C/TR7	3
8	Flex Sensor	Adafruit 182	2
9	Whisker Switch	ME-8169	1
10	Servo-Motor	SG90	1
11	Microcontroller	ESP32-S3	2

# COMPONENTS

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- Localization:-
  - HTC Vive
  - PD70-01C/TR7 IR Photodiode



*Fig: PD70-01C/TR7 from DigiKey*

- Wall sensing:-
  - VL53L1X Time of Flight (ToF) sensor
  - 4m range



*Fig: VL53L1X from DigiKey*

# COMPONENTS

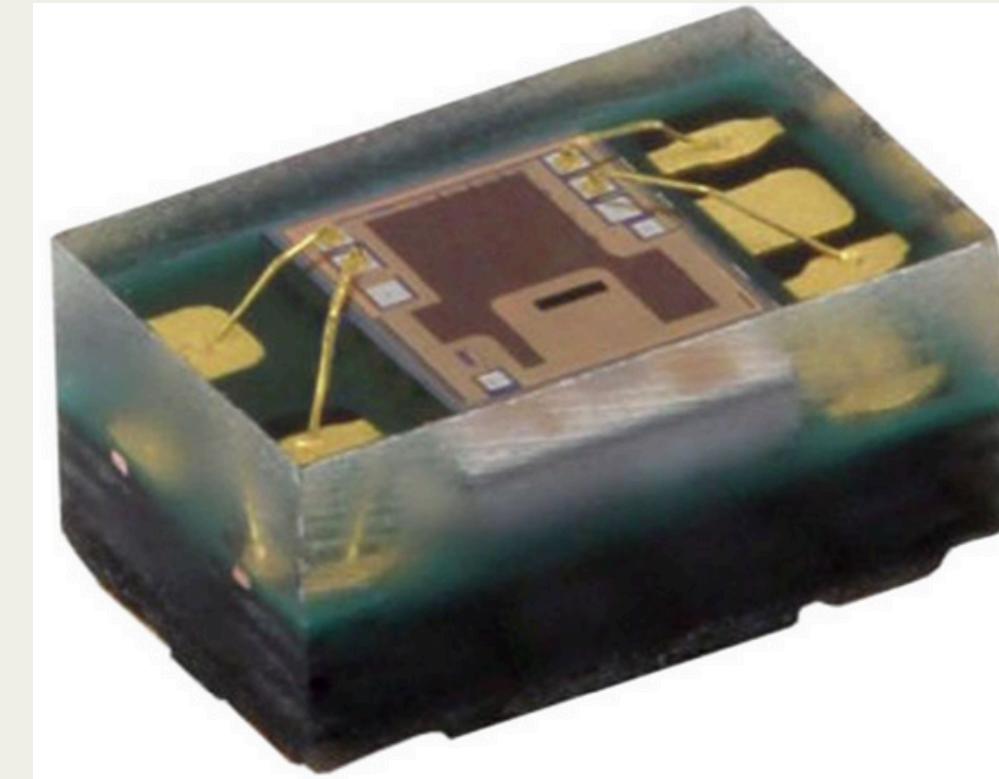
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- Contact sensing:-
  - 4.4in Flex Sensor



*Fig: Flex sensor from Adafruit*

- Colour sensing:-
  - VEML3328 RGB sensor



*Fig: VEML3328 from DigiKey*

# SOFTWARE PLAN

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## Localization

- Using ToF sensors: The robot will continuously adjust its steering based on the difference between the measured and desired wall distance. This will be measured using side-mounted ToF sensors. A front sensor will check for corners or other obstacles. Proportional control will be used to maintain the desired distance from the wall and maneuver away from corners.
- Using infrared sensors: HTC Vive Tracking will be done using the photosensors.

## Motor Control & PID

- There will be two aspects to feedback control: keeping the wheel speeds consistent and continuously adjusting the bot's position based on distance error from obstacles.
- Based on the outputs from this feedback, commands will be sent to the motors to control them.

# SOFTWARE PLAN

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## Gameplay

- The ToF sensors will be used to detect obstacles in the path of the bot.
- If another robot is encountered, the bot should either slow down or stop based on how far away the opponent is. If a minimum distance between the bots is reached, extend the weapon out using a servo and hit the opponent's whisker switch.
- When a nexus is reached, use the sensors to avoid the swinging arms of death by slowing down considerably. Wait until the arm is a safe distance away (by using a threshold) and then move towards the button. Keep the button pushed by applying a slow forward motion on the motors.
- Implement a similar button-pushing tactic for the towers.

## Communication

- Emergency commands sent via WiFi packets can include a motor stop command, a weapon stop command, and safe speed command.
- Via I2C, send the number of packets transmitted to the Top Hat and receive a recalculated health value. The ESP will act as the master in this scenario.

# CRITICAL PARTS OF THE PROJECT

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We expect to spend the most time on the following aspects of the project:

- Testing out sensor circuits
- Integrating PID with sensor outputs
- Executing efficient movement of the weapon based on ToF sensor values
- Debugging the system, due to the number of components that could potentially fail
- How to decide between tasks (would be finalized after seeing how tests go)

# Thank You

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