Requirements

October 24, 2022

1 Mechanical

- 1. Shall have a method of navigating through the field
- 2. Shall have at least one pusher/puller hereby referred to as a pusher for moving blocks around the field
- 3. Shall fit in a 8in by 8in box at start of play and 18in cylinder during all of play
- 4. Shall have cad files made for each component
- 5. Shall be able to move each pusher with at least a minimum of x m/s in any direction
- 6. Shall have a weight that is less than 5 lbs

2 Electrical

- 1. Shall be able to sense items in front of the robot
- 2. Shall be able to detect which side of the field each pusher is on
- 3. Shall be able to detect the state of the pusher
- 4. Shall be able to detect the velocity or absolute position of all wheels
- 5. Shall have a motor controller to regulate current direction and amount sent to each actuator
- 6. Shall have electrical designs for circuit

3 Software

- 1. Shall be able to interrupt when a pusher has entered the other side of field
- 2. Shall have a looping algorithm to move blocks to either side of the field
- 3. Shall be able to move the the robot autonomously across the field
- 4. Shall be able to choose which side of the field blocks should be moved to
- 5. Shall use a robotic simulation environment to test the code
- 6. Shall detect current state of pusher at initialization and move to a designated initialization state for pusher Robot
- 7. shall have a designated initialization state
- 8. Shall use github to version control the software

4 Safety and logistics

- 1. Shall have a hard reset button that can be easily reached to turn off all components of the robot
- 2. Shall have a software reset button that returns the robot to initialization state
- 3. Shall have a active budget of 40 dollars and fabrication budget of 300 dollars