# Project III: Devices trying to score in each other’s goal

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In this task, we need to design a device which can play basically air hokey by remote control (no Wi-Fi) in a hexagonal playground. Game rules are simple:

* Who reaches the score two win the game
* Players need to stay in their field
* Twenty second play time in own field
* No carry allowed

This project focusing on RF communication and real-time process. No naked eye and onboard camera requirement video transmission should have no lag and right angle. There are, also, some mechanic problems which are how to respond a ball, and how to handle with the stuck ball.

Our approach to camera angle is using a servo motor and adding a camera control button to controller, so in every condition of the device, player can observe field properly. For hitting the ball, our consideration has two part using momentum of the ball to respond during the game, so orientation problem can be solved. On the other hand, to solve stuck ball problem and the beginning of the game, we need to push the ball. Therefore, we can add impulsive component to one side. To handle with real-time process, we should have fast algorithm in communication and movement.