

Tetris Puzzle Solver

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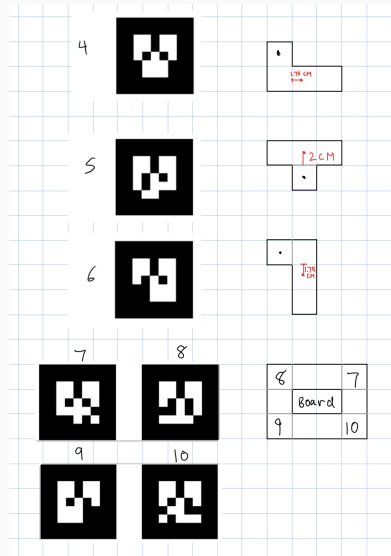
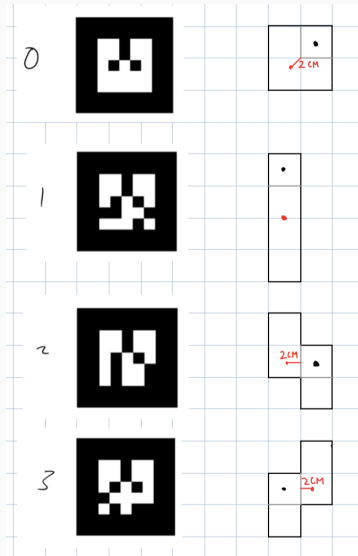
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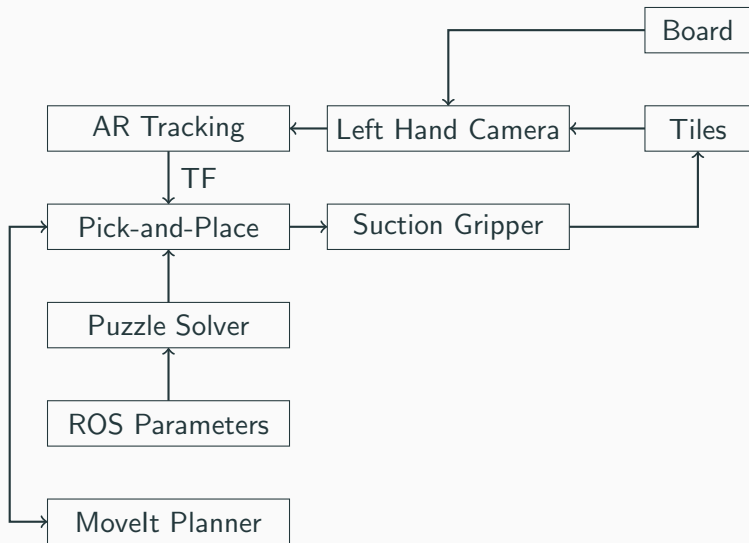
Goals

- Develop puzzle board and pieces.
- Safely pick pieces from a table.
- Place pieces flush in a frame.

Design



Design



Challenges

- Identifying tiles without AR tags (glare).
- Unstable AR marker estimates. Unknown table height.
- Tile types share an AR marker ID.
- Bad grasps (depressions on tags).

Improvements

- Adding two AR markers per tile for greater pose stability.
- Placing tags away from the tile center-of-mass.
- Assigning unique AR tags.