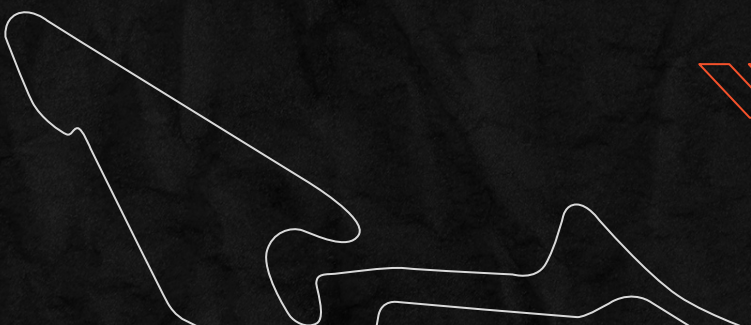




# **Mario Kar**

Team A6: **Caitlyn Fong**, Enrique Gomez, Nicolas Keck



9/15/2025

# Why are we still driving RC cars with joysticks, when our hands are the most intuitive controllers?

Traditional Video Game / RC Car	Our Gesture-Controlled Kart
<ul style="list-style-type: none"><li>Controlling requires joysticks, buttons or a remote</li></ul>	<ul style="list-style-type: none"><li>Natural <u>hand-gestures</u> with an IMU glove</li></ul>
<ul style="list-style-type: none"><li>Visual only immersion on video games, limited car movement on RC</li></ul>	<ul style="list-style-type: none"><li>Continuously <u>physical + tactile</u> immersion</li></ul>
<ul style="list-style-type: none"><li>Game sounds + rumble (if any) :(</li></ul>	<ul style="list-style-type: none"><li><u>Real-world racing feedback</u>: glove buzz for crashes, turns, speed</li></ul>

**Users:** Spectacle User, 'Gesture' Driver

**ECE areas:** Software, Hardware, Signals & Systems, Circuits








# ***Use-Case Requirements***



- Fast response time: <50ms for fluid control
  - Wearable controller: hands-free operation
  - Lightweight: ~60-80g for comfort
  - Haptic feedback: vibrations tied to kar movement
  - Safety: reset input for idle state
- 



# ***Key Technical Challenges***

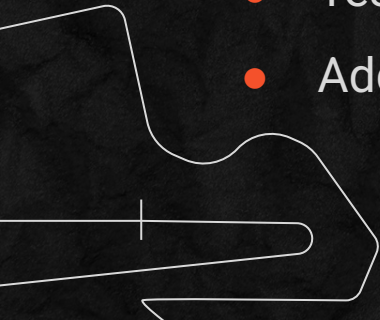
- Meeting the  $<50\text{ms}$  response time
- Optimal yet comfortable placement of hardware on user hand
- Light and small embedded controller system
- Realistic mapping of vehicle state to haptic output
- Safe and reliable transition into safe idle state





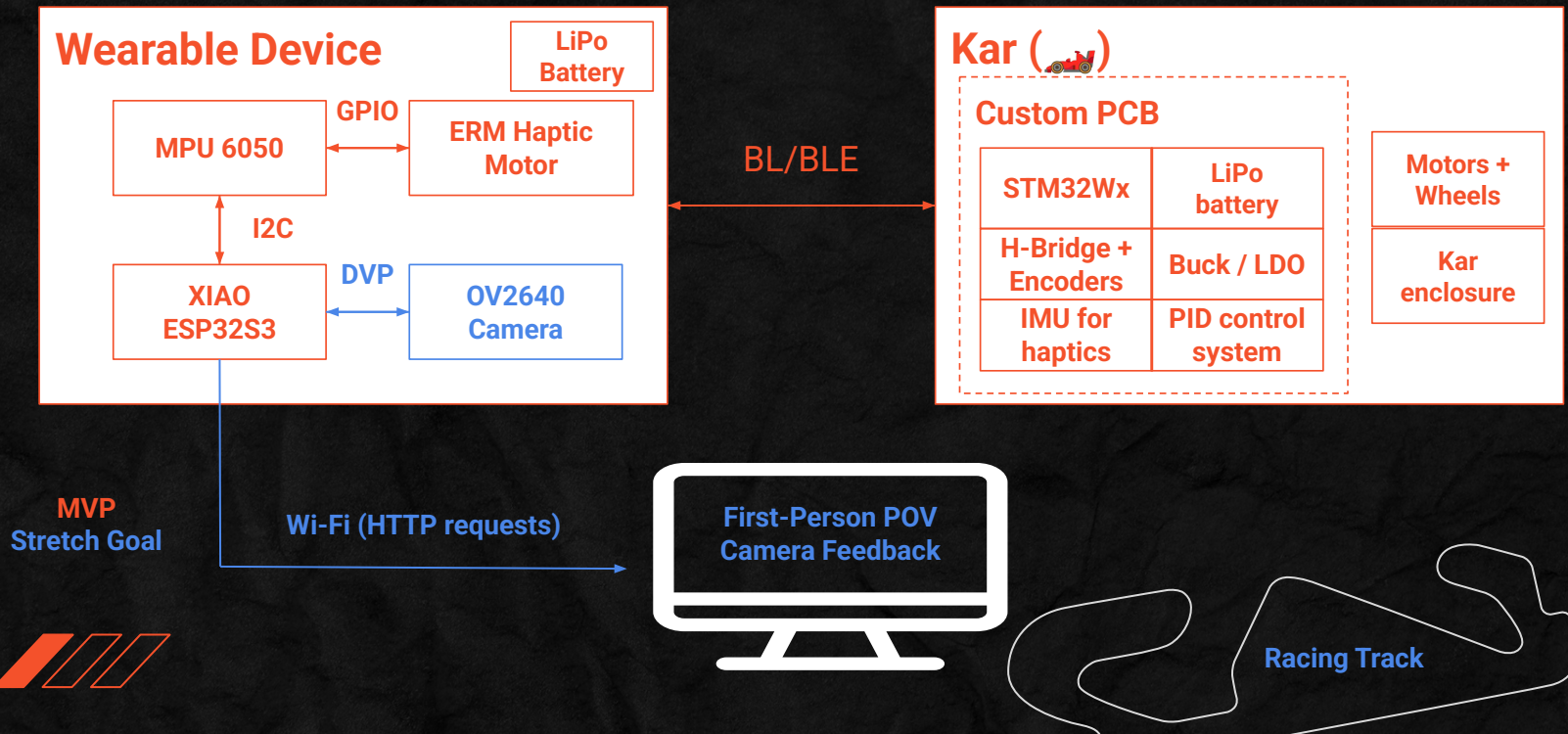
# ***Challenge Mitigations***

- Response time
  - Localize the critical path
  - Explore multiple communication protocols
- Utilize user testing to adjust hardware mounting / strap design
- Set weight limits on controller hardware
- Test filters / mapping functions before embedding
- Add watchdog timers for reliable recovery





# Solution Approach






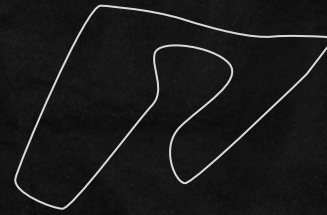


# ***Testing, Verification, and Metrics***

Validation Method	Verifiable Requirement
Analysis	<ul style="list-style-type: none"><li>• 50ms Kar response time</li></ul>
Inspection	<ul style="list-style-type: none"><li>• Controller wearability</li><li>• Controller weight</li><li>• Haptic feedback implementation</li></ul>
Demonstration	<ul style="list-style-type: none"><li>• 50ms Kar response under real conditions</li><li>• Kar safety reset</li></ul>
Testing (UAT)	<ul style="list-style-type: none"><li>• Control scheme viability</li><li>• Haptic feedback sensation</li></ul>



# ***Division of Labor***



Caitlyn	Enrique	Nicolas
FreeRTOS setup for STM32 and ESP32 (multithreaded tests)		Custom PCB schematic
IMU raw-value interpretation and filter experimentation	Bluetooth communication (STM32 ↔ ESP32)	Custom PCB layout
Haptic controller	Coverage tests / CSV reports / graphs for safety analysis	PCB bringup
PID system for motor control and encoder state logic		Prototype hardware verification





[illegible]

# ***Questions & Future Work***

MVP

Meaningful Sensor Data

Communication between  
controller / kart

Haptic Feedback

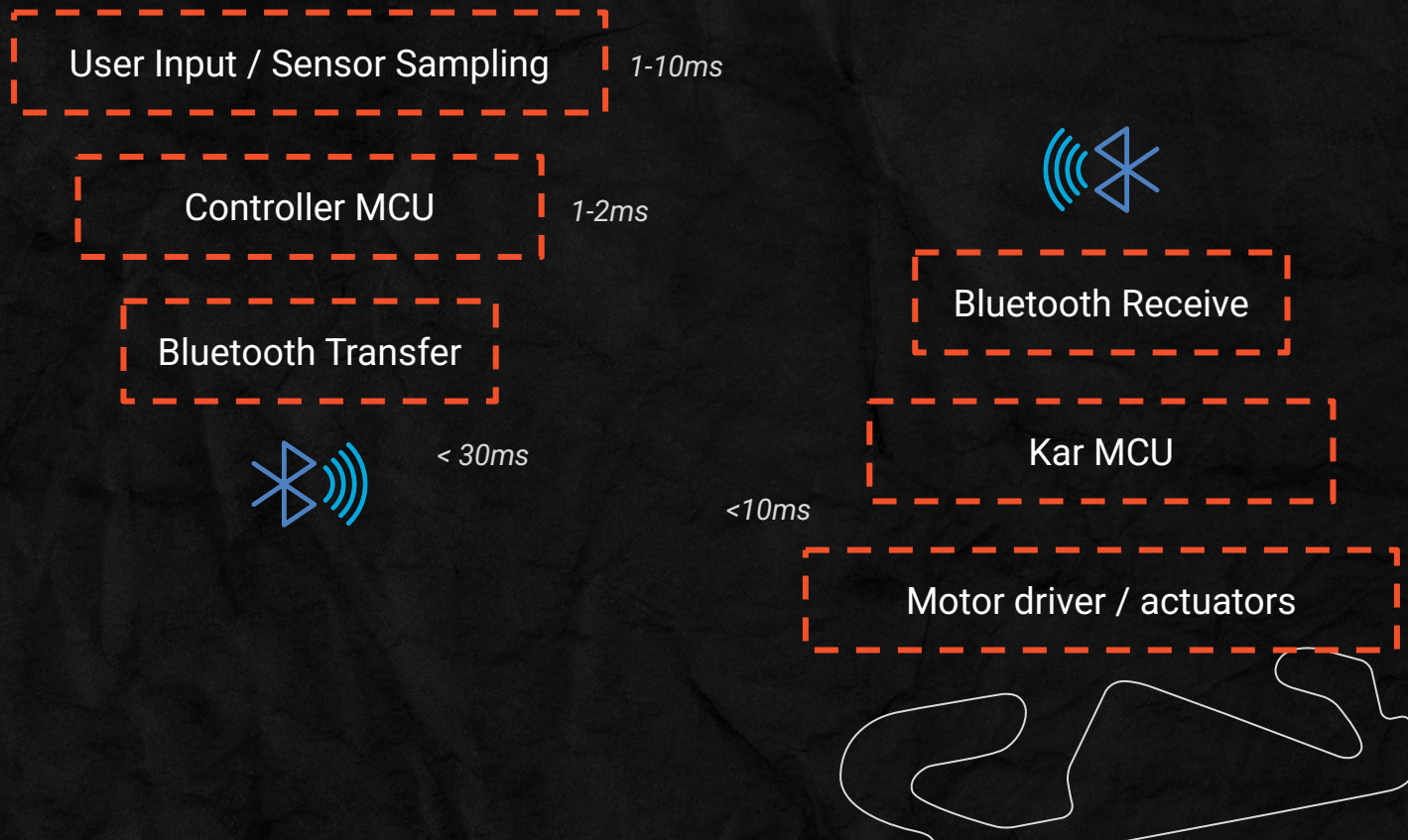
Drivable Track

Integrated  
Camera

Future  
Work



# Q/A: Latency Stack





# Q/A: *Algorithms*

Filters we are considering:

- FIR - Very simple to implement but potentially limited performance
- Kalman - Difficult to implement but better performance
- Bandpass - Potentially good performance but cutoff frequencies difficult to determine

