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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
Controlling requires joysticks, buttons or a remote	 Natural <u>hand-gestures</u> with an IMU glove
Visual only immersion on video games, limited car movement on RC	 Continuously <u>physical + tactile</u> immersion
Game sounds + rumble (if any) :(Real-world racing feedback: glove buzz for crashes, turns, speed

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



- Meeting the <50ms 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



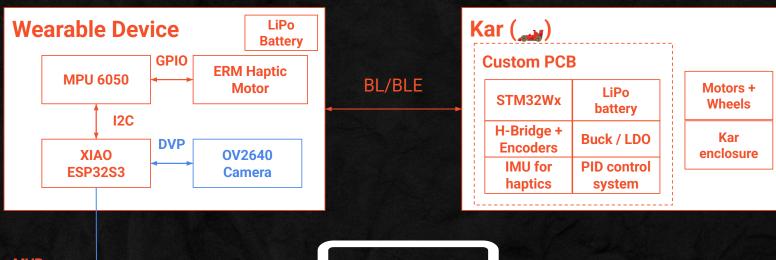
Challenge Mitigations

- 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





MVP Stretch Goal

Wi-Fi (HTTP requests)

First-Person POV Camera Feedback



Racing Track

Testing, Verification, and Metrics

Validation Method	Verifiable Requirement						
Analysis	50ms Kar response time						
Inspection	 Controller wearability Controller weight Haptic feedback implementation 						
Demonstration	50ms Kar response under real conditionsKar safety reset						
Testing (UAT)	Control scheme viabilityHaptic feedback sensation						

Division of Labor

Caitlyn	Enrique	Nicolas					
FreeRTOS setup for (multithrea	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 cont	Prototype hardware verification						

Schedule

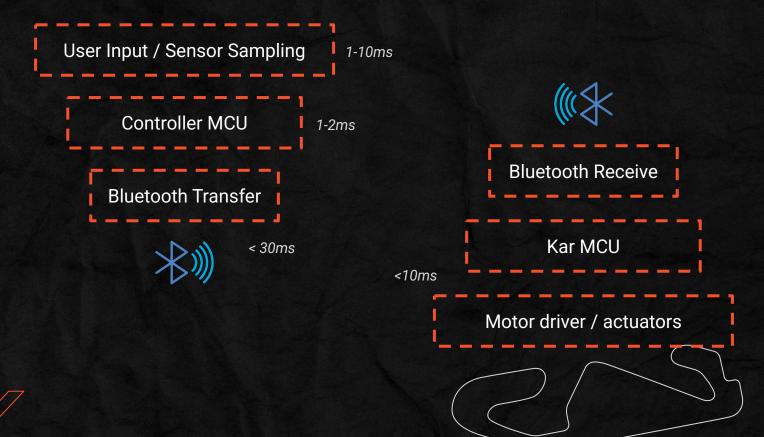
WBS NUMBER	TASK TITLE	TASK OWNER	PCT OF TASK	September			October				November				December		
			COMPLETE	08/31-09/06	09/07-09/13	09/14-09/20	09/21-09/27	09/28-10/04					11/02-11/08	11/09-11/15	11/16-11/22	11/23-11/29	11/30-12/06
1	Logistics and Setup																
	Website Setup	Everyone	100%														
	Slack	Everyone	100%														
	Proposal Presentation	Everyone	100%														
	Design Presentation	Everyone	0%														
	Interim Demo	Everyone	0%														
	Final Presentation	Everyone	0%														
2	Poster PDF	Everyone	0%														
	Final Video	Everyone	0%													11	
2	Project Planning																
	Abstract	Everyone	100%														
	Order Materials	Everyone	10%														
	Finalize Design	Everyone	0%														
3	Project Definition																
	Custom PCB Schematic	Nick	0%														
a-i-	Custom PCB Layout	Nick	0%														
	Breadboarding Components	Nick	0%														
	FreeRTOS Setup Research	Caitlyn & Enrique	0%														
	FreeRTOS Setup for ESP32/STM32	Caitlyn & Enrique	0%														
	IMU raw-value interpretation	Caitlyn	0%														
	IMU FIR experimentation	Caitlyn	0%														
	IMU Kalman filter experimentation	Caitlyn	0%														
	Bluetooth research and prototyping	Enrique	0%														
	Bluetooth communication implementation	Enrique	0%														
	Haptic controller	Caitlyn	0%														
	PCB Bringup	Nick	0%														
	PCB Design Fixes	Nick	0%														
	PID system for motor control	Caitlyn & Enrique	0%														
	Final PCB Bringup	Nick	0%														
	Final Software Fixes	Enrique	0%														
	Construct Track (Slack)	Caitlyn & Nick	0%														
2	Integrated Camera (Slack)	Enrique	0%														



Meaningful Sensor Data **Drivable Track Future** Communication between MVP Work controller / kart Integrated Camera Haptic Feedback



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



