

# Team 11

## I Choose You

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# Status Update

- We are doing a moving Pokeball that throws AR code
- Parts ordered and delivered except hinge, battery, linear actuator
- Research on IMU and exterior material

# Architecture



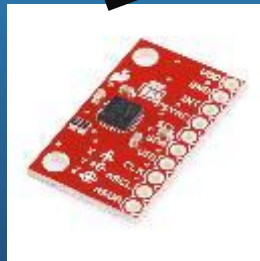
**Battery**



**UNO 3**



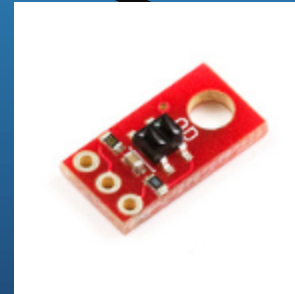
**Motors**



**IMU**



**Servo**



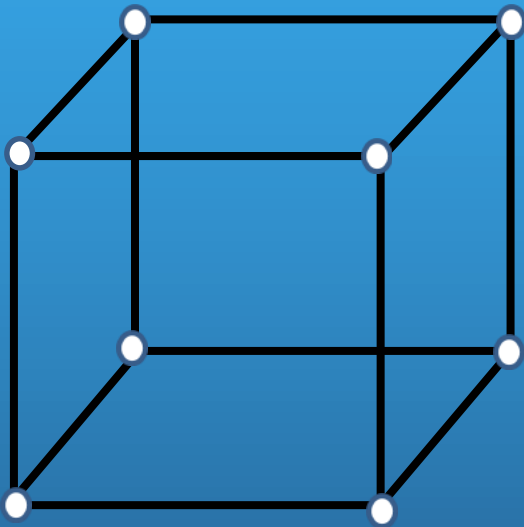
**Sensors**



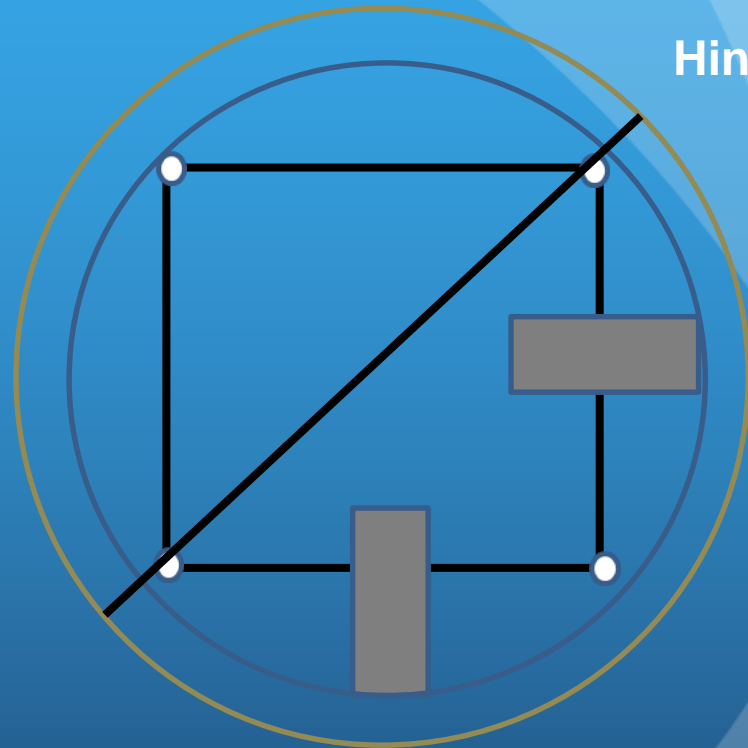
**Linear  
Actuators**

# Mechanical Design

Shell

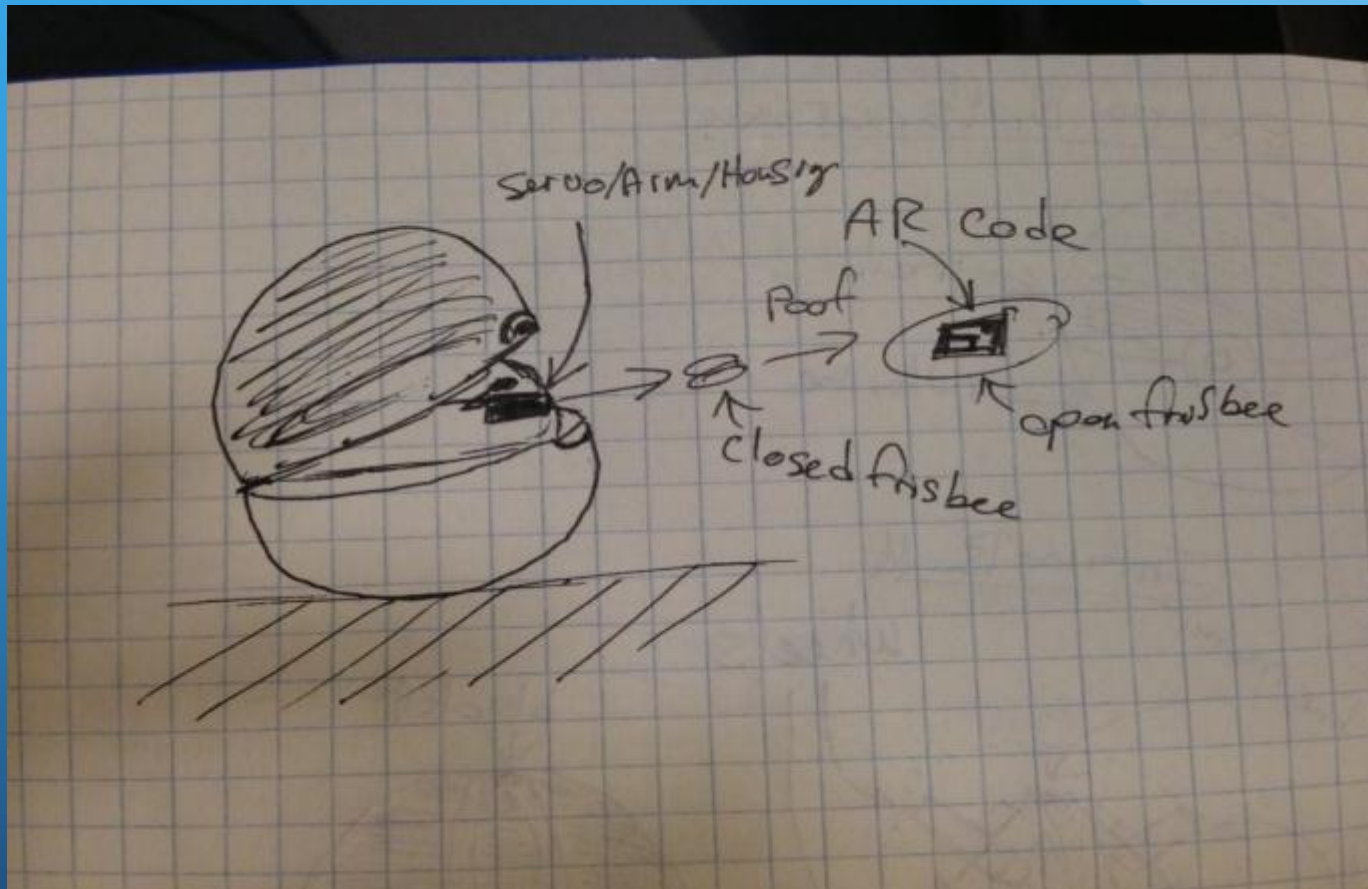


Hinges

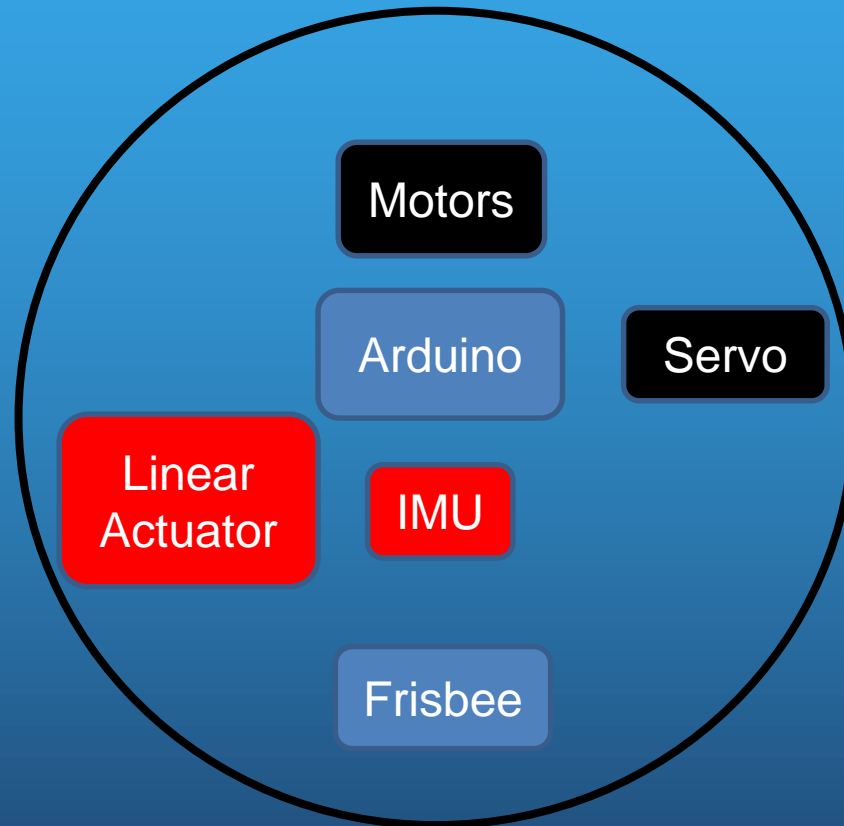


Wheels

# Mechanical Design



# Hardware Layout

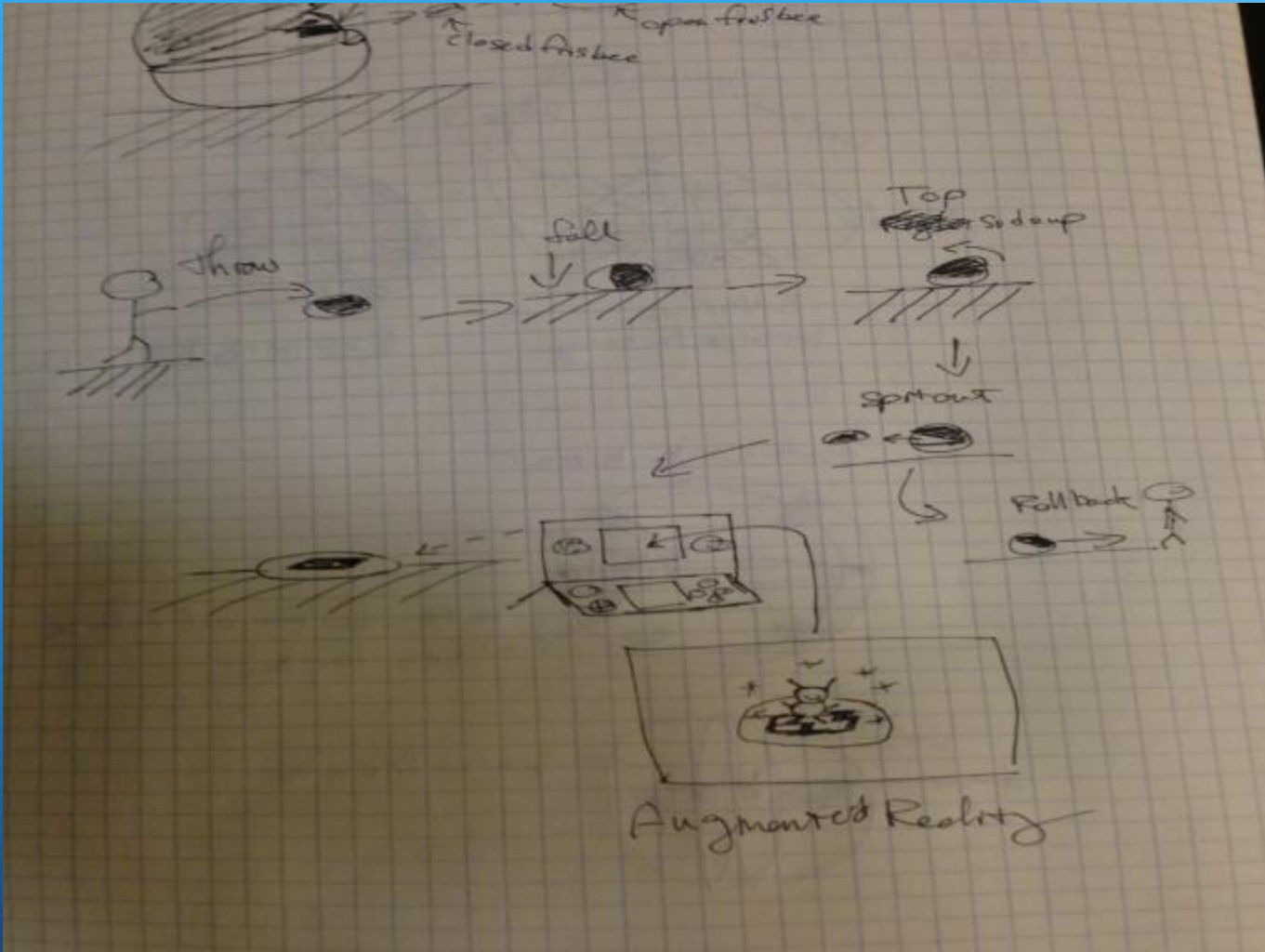


Battery pack attached under this layer

# Use cases

- Push button to open the Pokeball
- Load device with AR codes and Frisbee
- Push button to close the Pokeball
- Throw Pokeball
- Reopen and launch AR codes

# Use cases





# Risks and Mitigations

- Accuracy of IMU
  - Implementation of movement code
  - Reloading Frisbee
  - Rubber band breaks
- Use DMP to improve algorithms
  - Move to Plan B (RC Car movement)
  - Manually reload
  - Convenient Replacement on parts

# Plan

## Plan A

- Be able to trace back to where it was thrown
- Throw out AR codes and launch games

## Plan B

- Be able to re-orient itself and throw AR codes
- If movement code fails, make a RC version Pokeball

## Plan C

- If IMU and movement code both fails, the Pokeball moves in a default path set in program

# Division of Work

- Art - Interior (construction and circuits), opening and closing ball codes, fusing codes
- Brian - Movement code and IMU
- Ingrid - Exterior and interior constructions, line tracking
- Hanrui - IMU codes and Exterior construction