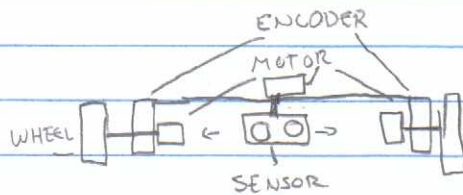
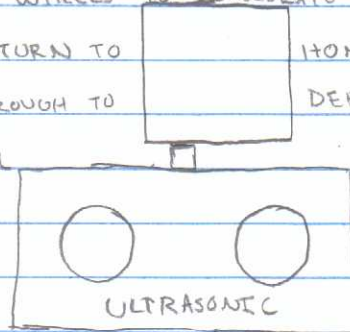


SENSORED VEX ROBOT AUTONOMOUS.

IDEA:

THE ROBOT WILL HAVE A TURRET WITH A DISTANCE SENSOR. I AM HOPING TO MAKE THE ROBOT SCAN THE TERRAIN AND FIND GAMEPIECES AND CALCULATE HOW FAR THEY ARE. THE ROBOT WILL THEN NAVIGATE TO THE GAMEPIECE. THROUGHOUT THE ENTIRE PROCESS, THE ROBOT WILL USE ENCODERS + HIGH-TRACTION WHEELS TO CALCULATE DISTANCE FROM ORIGIN. THE ROBOT WILL THEN RETURN TO HOME, RECALIBRATE ITSELF AND THEN HEAD TOWARDS TROUGH TO DEPOSIT THE GAMEPIECE. THIS PROCESS WILL LOOP UNTIL HALTED OR UNTIL TIMER CAUSES HALT AND ROUTINES. THE ROBOT WILL HAVE THIS FEATURE PROGRAMMED TO ALLOW IT TO BE CALLED BY A SINGLE BUTTON PRESS.



DRIVE: MECANUM

PROCEDURE DEVELOPED BY DEUVASH LODHA

Date

Deuvash Lodha

10/31/2013