

E1.10 - TorqueTug

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Project Overview

Create an autonomous robot that pulls objects or opponents across a playing field and pushes objects or opponents out of a ring.

Design 1 Requirements

- **Subsystem Demonstration**
- **Boundary and Object Detection**
- **Push and pull 1000g block**
- **PCB Chassis Design**
- **Physical Constraints:**
 - Size: 15cm x 17cm
 - Budget: \$90
 - Weight: 1000g(push), 1500g (pull)
- Fully autonomous, no cameras, battery power $\leq 12V$ DC

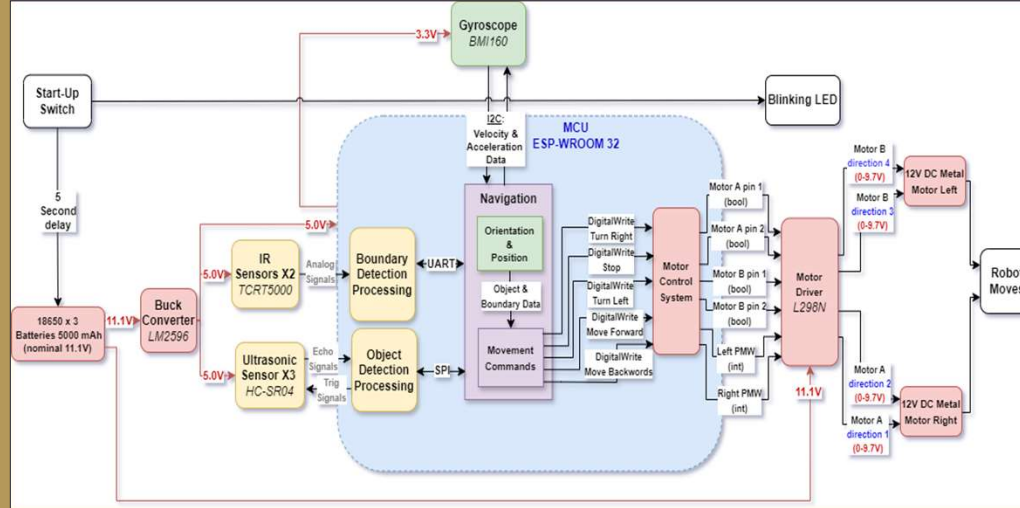
Design 1 Accomplishments

- Successfully detects objects and boundaries
- Capable of pulling and pushing 1000g
- PCB chassis completed

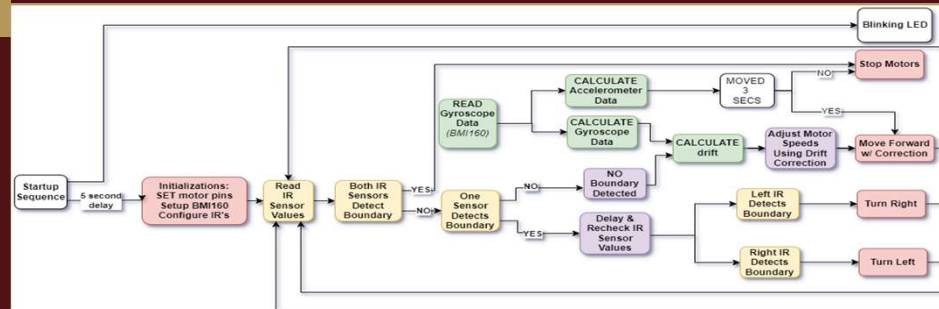
Design 2 Plan

- Implement PCB chassis to reduce 40% of wiring
- Upgrade and integrate various sensors
- Thoroughly test each subsystem

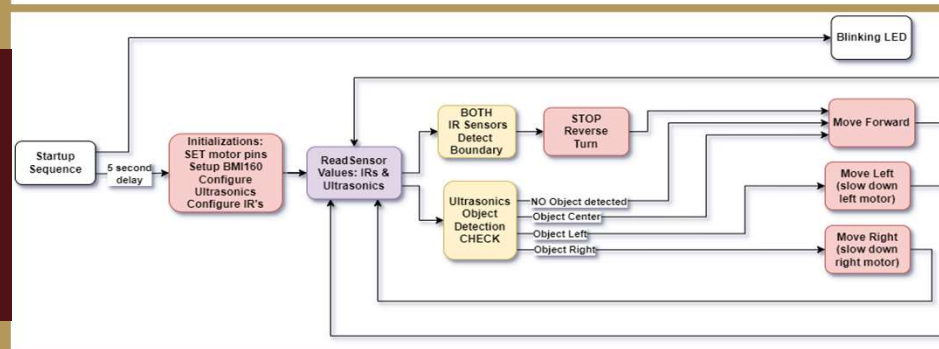
Top Level Diagram



Navigation Algorithms



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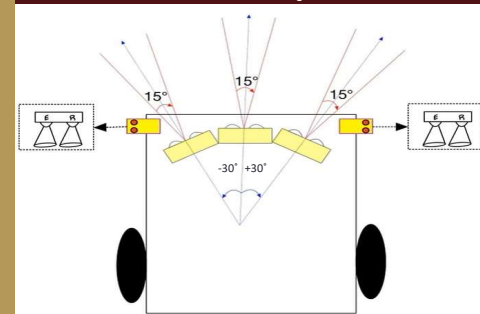
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Team

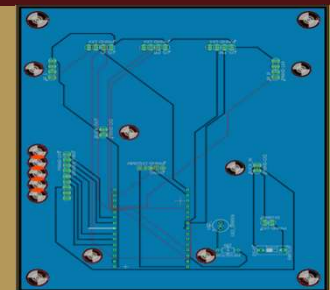


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|--------------------------|----------------------|----------------|
| Ira | Michael | Edgardo |
| - Motor Control | - Boundary detection | - Navigation |
| - Power and Battery Life | - Object detection | - Orientation |
| - PCB chassis design | | |

Sensor Layout



PCB schematic



Acknowledgments

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