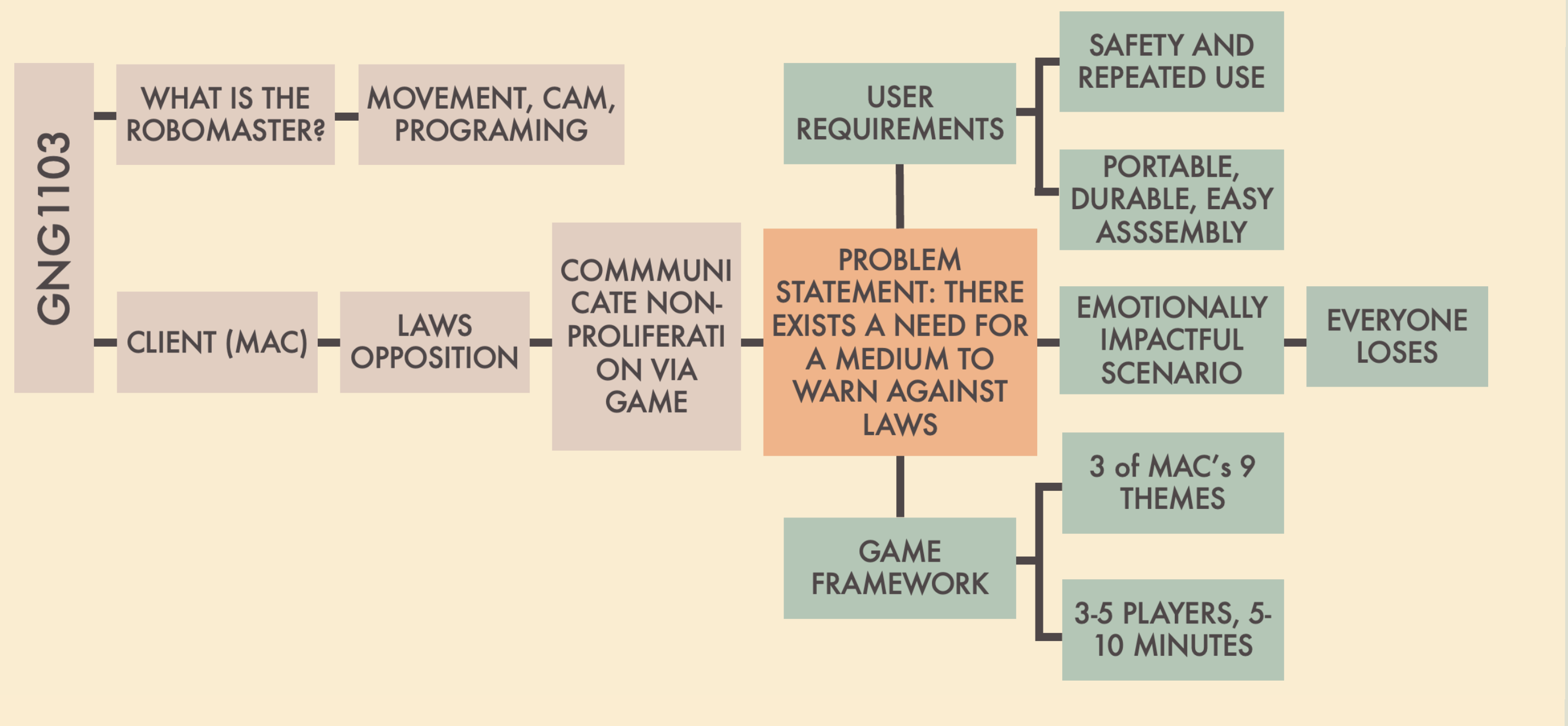
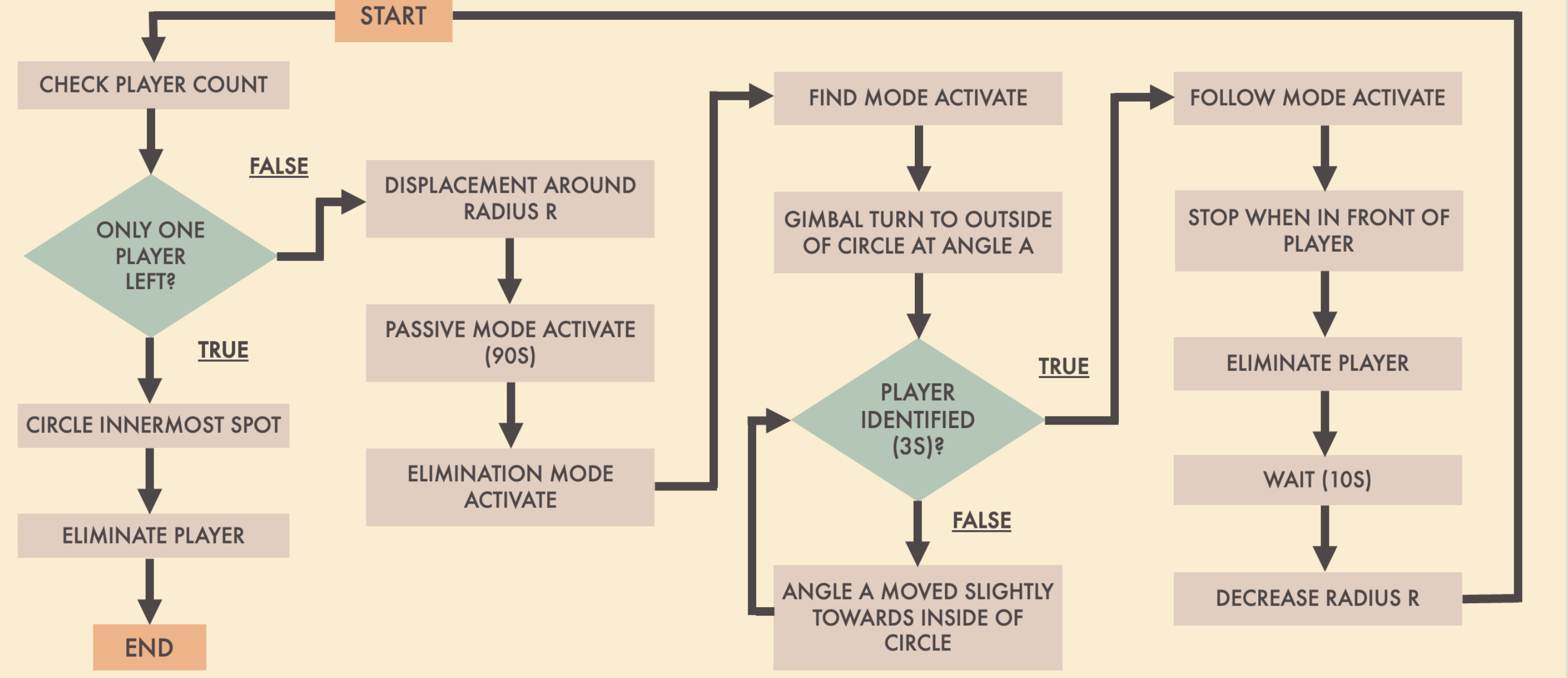


## UNDERSTANDING CLIENT NEEDS

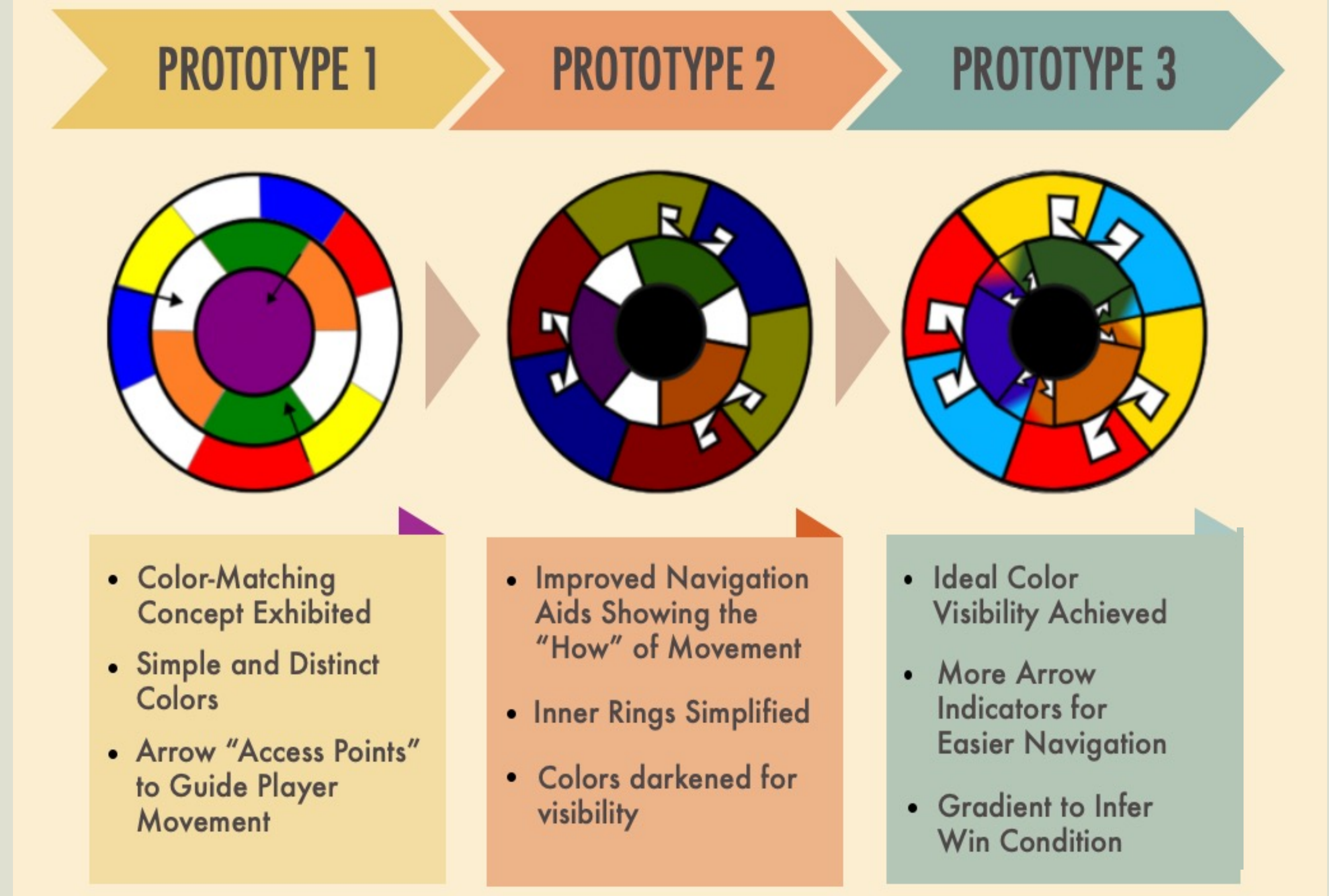


## ROBOT LOGIC



• It was initially planned for eliminations to occur via infrared sensing of players, however, equipment limitations led to using DJI smart detection in conjunction with limiting the robot's FOV.

## BOARD PROTOTYPE DEVELOPMENT



## THE SETUP

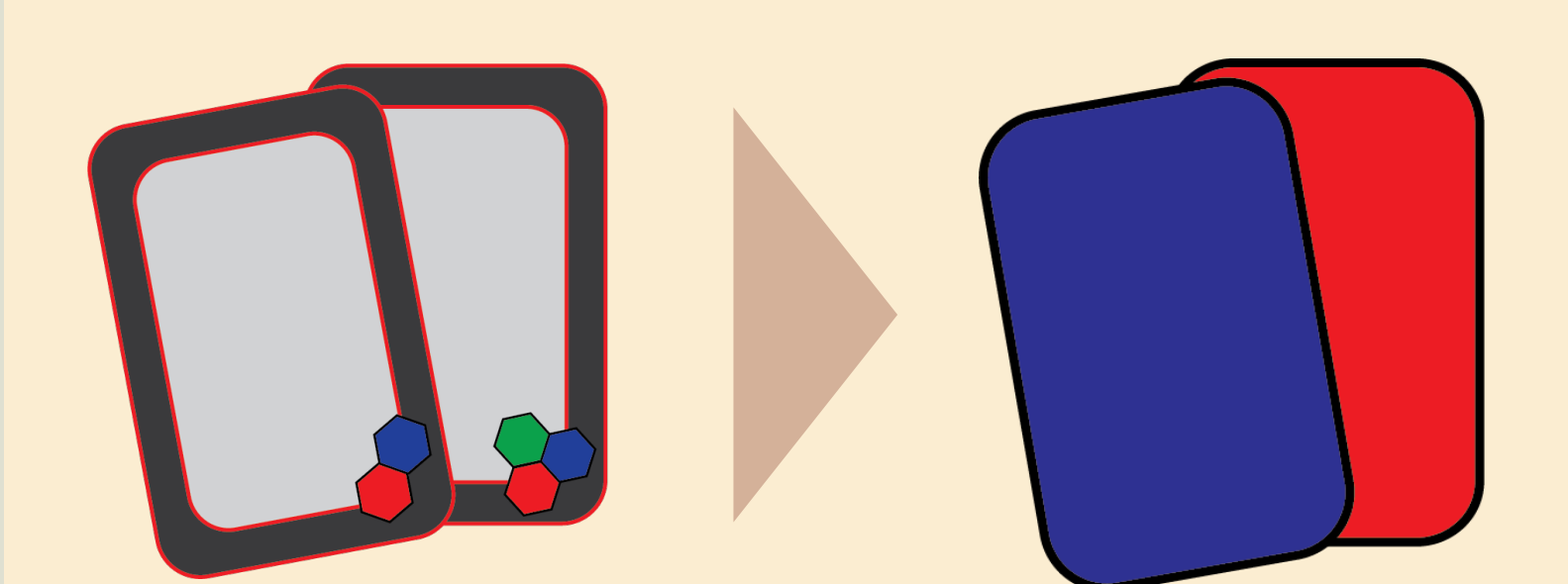
• Players stand on the outer section of a concentric ring pertaining to their given card. They aim to enter the inner rings by accumulating different colored cards.



• Those of lower standing, on the outermost edge, risk being eliminated by the robot circulating the perimeter.

## PLAYING CARDS

• Playing cards serve to identify the players' economic status, exemplifying the asymmetry in LAWS targeting.



• Design testing showed that in this case, simple acrylic was best.

## SALIENT LESSONS

• Managing scope creep is key to a feasible project timeline.

• Engineering projects draw upon many skillsets beyond what meets the eye.

• No project is possible without team communication.