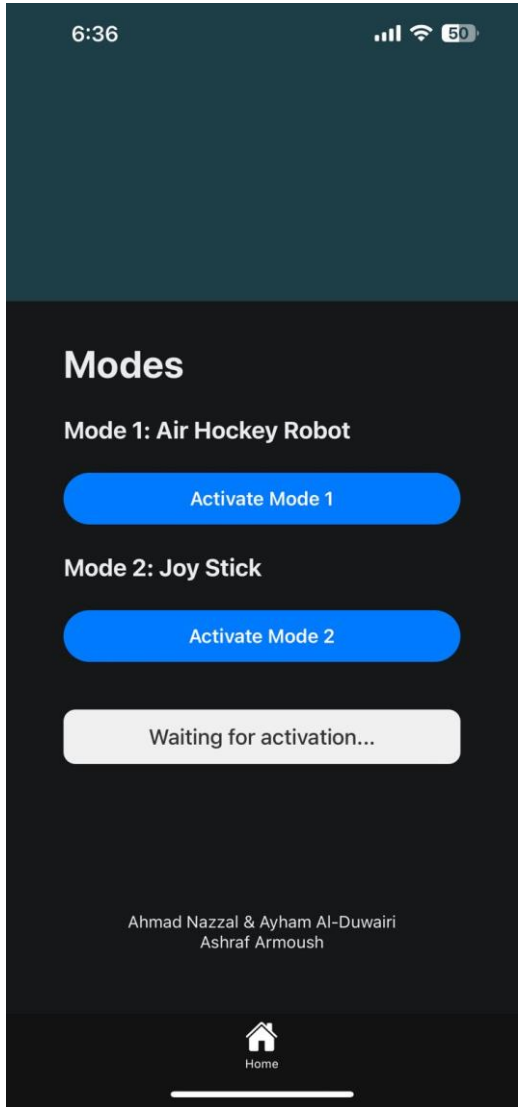

Beat Me

CONTENT


MAIN FEATURES

Automatic Mode



Joystick Mode

THE OBJECTIVES

THE OBJECTIVES

Practice

01

Entertainment

02

Financial venture

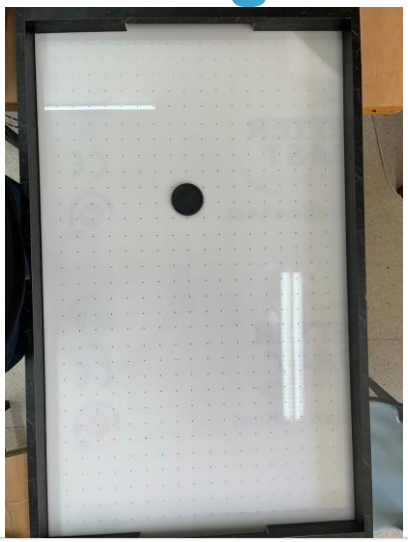
03

THE ROADMAP

Roadmap

Support Layer Design

CNC And Table Design



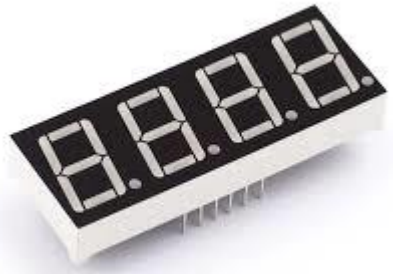
Roadmap

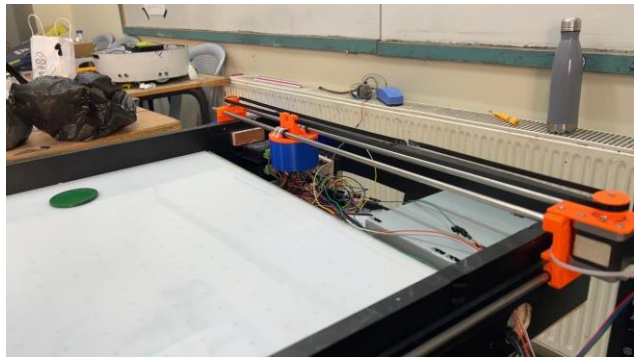
3D Components

Another Components

Stepper Motors And Drivers

Roadmap





Sound Feedback

Score Display

Finish The Table

Roadmap

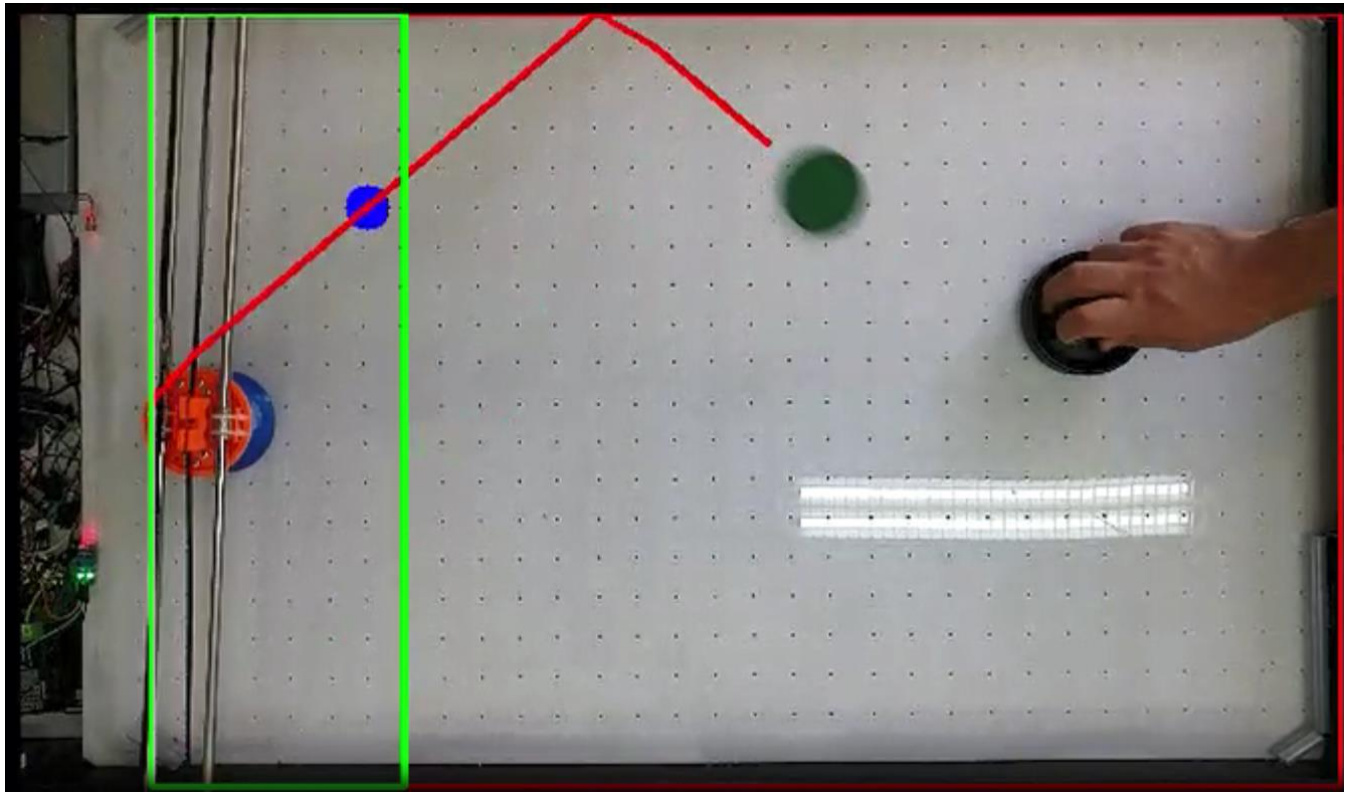
Finish The Project

Connect Camera With Raspberry

Add The Camera

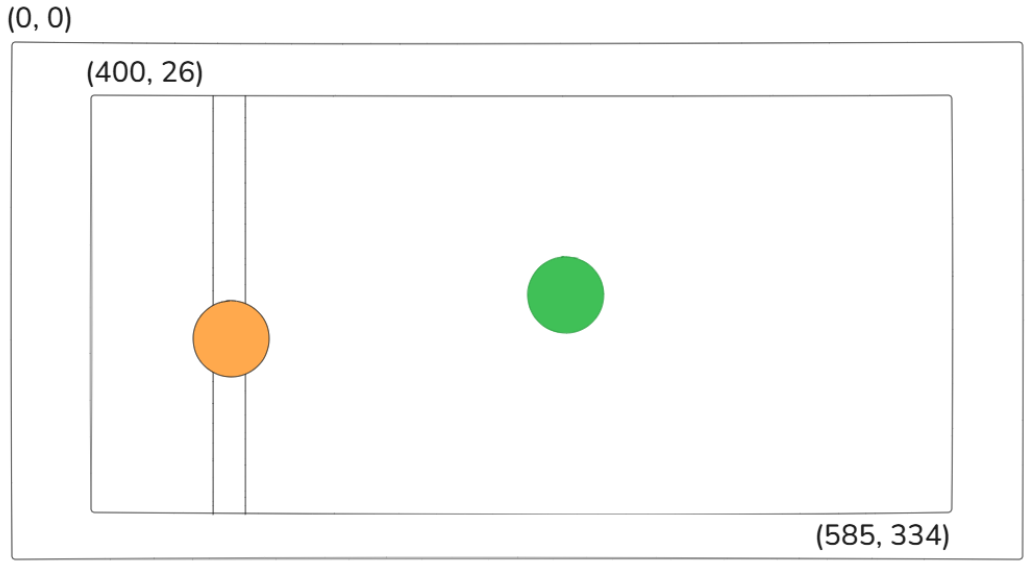

The Strategy

CALCULATE TARGET POSITION



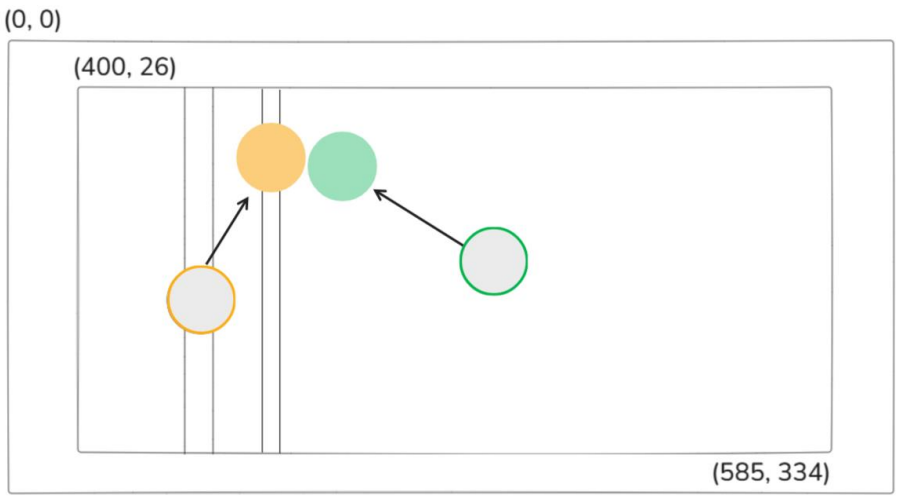
CALCULATION FOR TARGET POSITION

- 185 pixels on x-axis (31cm)
- 308 pixels on y-axis (52cm)
- 5.9 pixel / cm
- 192.3 steps / cm on y-axis
- 200 steps/cm on x-axis



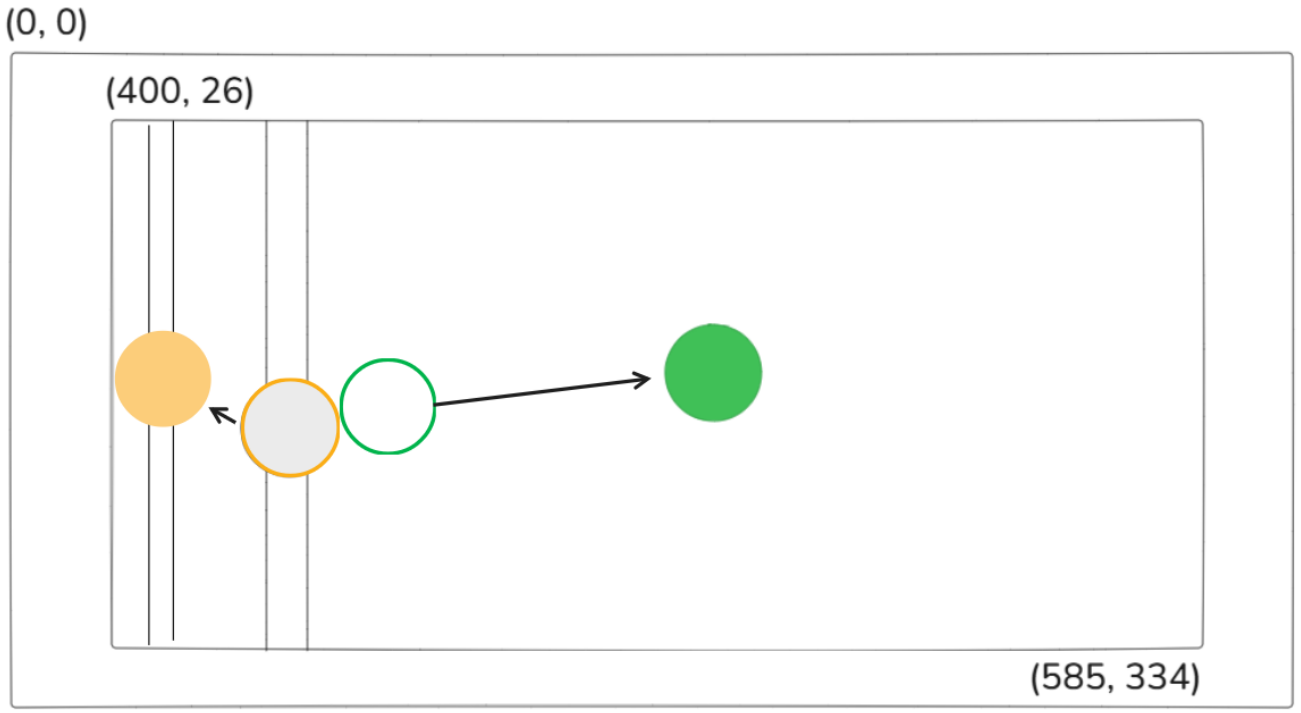
Calculate Target Position

- diffXPixels = puck Xposition − robot Xposition
- pixelsXToXcm = $\left(\frac{\text{diffXPixels}}{5.9}\right)$
- cmXToSteps = round(pixelsXToXcm × 192.3)

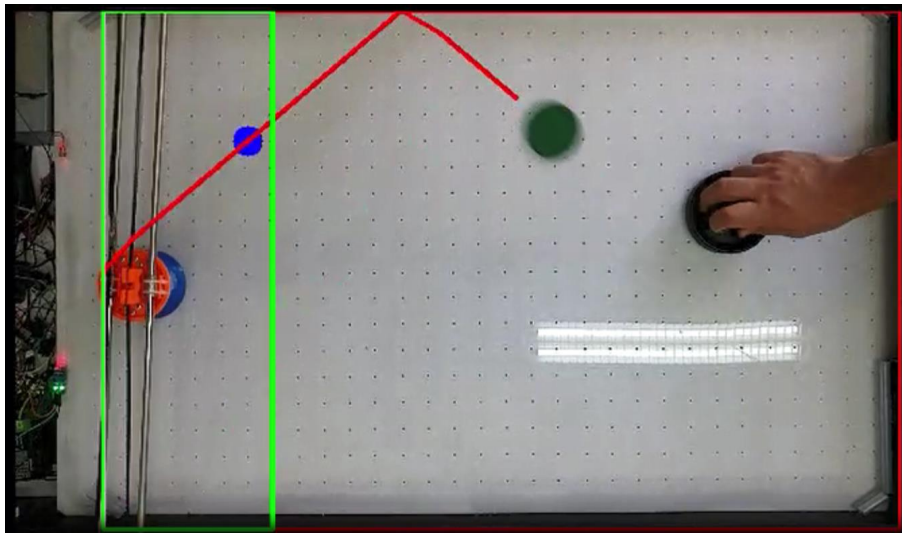


The **strategy**

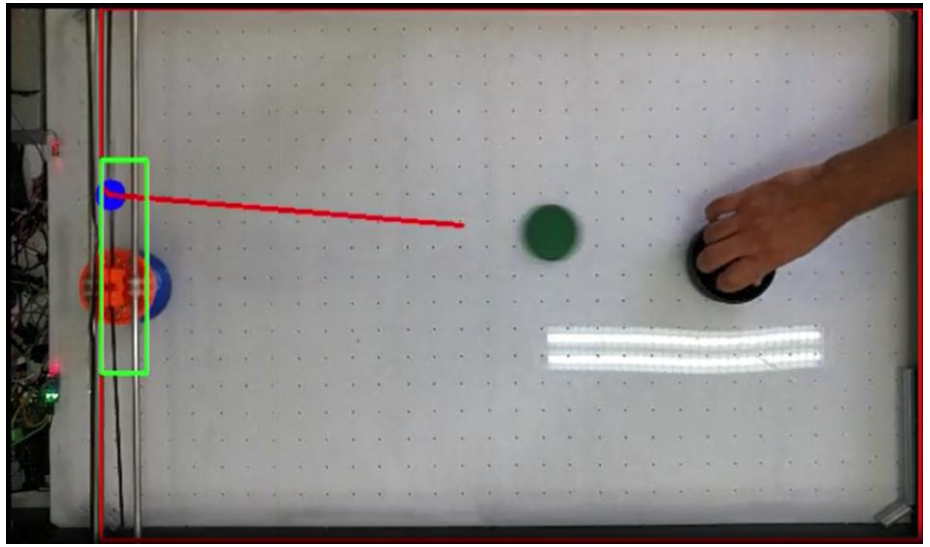
AUTOMATED BACK TRACK TO INITIAL POSITION



AUTOMATED MODE SWITCHING



Attack Mode



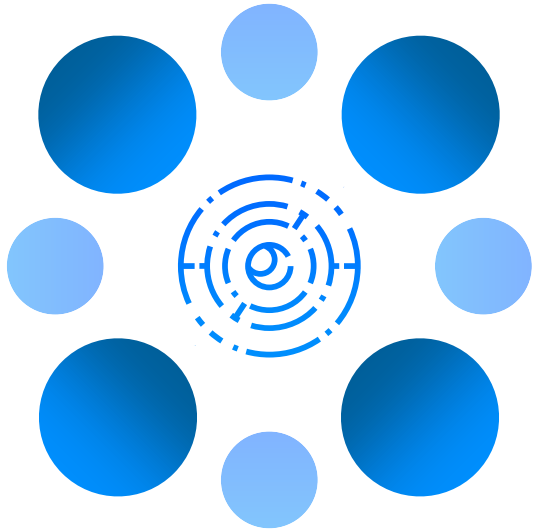
Defense Mode


Future Work

Future Work

Advanced AI Integration

Puck Return Control



Full Control From Phone

Remote Controlling


Thank You
Any Question?