



Cover page

Project title:RoboWars..... Academic Year: 2023/2024.....

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.....Tariq Sufyan Mustafa Sabri

Project Type Software or Hardware (Choose one)

Supervisor Name:Dr. Hanal Abuzant.....

Format:

- Single space, Times New Roman.
- 12 pt,
- Maximum 1 page.

Abstract Body:

Items must be provided in the Abstract:

- Why do you think this project is important? Please explain the significance of this Project in brief.
- In your point of view what are the important aspects that should be covered in the project?
- Objective(s): In your view, please explain the main objectives of the project.
- Methodology: Give a brief outline of the application development process.
- Had this project been done before? Are there any similar applications available today?

Note: Please deliver this abstract early to ensure that your Project has been approved by the department's projects committee. **Registration will not be done without this approval.**



Abstract:

The project at hand seeks to bring to fruition a captivating and innovative endeavor akin to the renowned "BattleBots" phenomenon, albeit on a more modest scale. The primary aim of this undertaking is to explore the significance of mechanized combat sports as a unique form of entertainment, emphasizing the multifaceted dimensions that underscore its relevance.

Significance of the Project:

This project's significance lies in its capacity to offer a distinct and exhilarating form of entertainment that combines technology, engineering prowess, and human ingenuity. By crafting a scaled-down version of BattleBots, we intend to provide an engaging platform that showcases the fusion of engineering marvels, strategic thinking, and intense competition. This endeavor not only caters to the entertainment desires of a diverse audience but also serves as an educational tool. In an era of advancing technology, this project stands as a testament to the convergence of human creativity and technological innovation, encapsulating the spirit of modern entertainment.



Objectives:

Design and Fabrication: To design and construct a duo of remote-controlled combat robots, each with unique features and weaponry, aimed at fostering creative engineering solutions.

Competition Framework: To establish a structured competition framework, including rules, regulations, and judging criteria, mirroring the essence of BattleBots, while ensuring safety and fairness.

Entertainment Experience: To create an immersive spectator experience by employing engaging commentary, visual effects, and audience engagement to maximize the entertainment value.

Methodology:

The project will begin with the design and fabrication of combat robots, with mentorship from Dr. Hanal Abuzant. The competition framework will be devised, addressing aspects like tournament structure, judging criteria, and match rules.

Important Aspects:

Safety: Ensuring the safety of participants, spectators, and the event environment is paramount, requiring robust safety protocols and mechanisms.

Entertainment Value: Maximizing the entertainment value through engaging commentary, visual effects, and audience interaction to captivate a diverse audience.

In conclusion, this project aspires to celebrate the synergy between technology and entertainment, fostering creativity, innovation, and education while providing a unique and exhilarating experience for both participants and spectators.

