

TechCraze 2K16

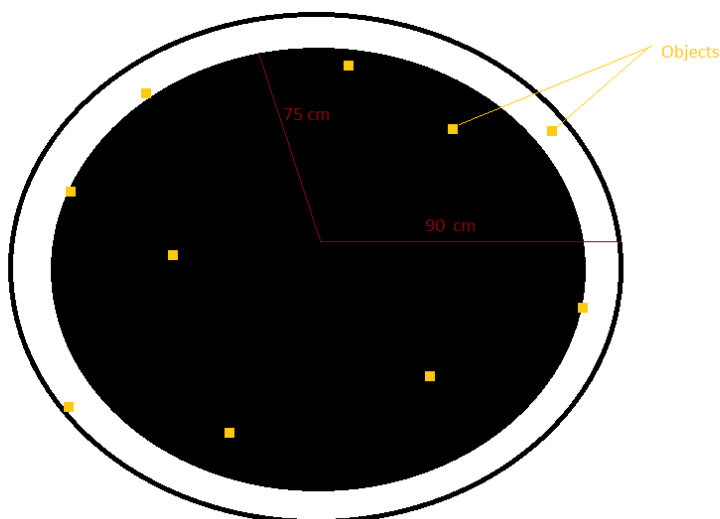
SHIELD BOT

Knock it off...

From the concept of autonomous bots, comes another fun filled, nail biting event. The bots are required to sweep the floor off some of unimportant items that are crowding the room but not jump off the edge. Mind it!!!

ARENA SPECIFICATION

The arena would be a wooden circular disc of 90 cm radius with a thickness of 3 inches. The circular disc would be white in color and another circum-circle of black color with radius 75 cm would be painted over it. [N.B. the black disc will have no thickness and is a plain surface]. There will be some objects of dimensions 10cm*10cm*10cm scattered all over the arena just like the following figure:



[N.B. The arena is liable to change as per requirement]

Teams will be given sufficient time to calibrate their robot on the arena before the event starts. Any type of power supply can be used. Teams will have to take care of their stock of batteries (if used). Teams will have to carry their own power supplies and back-ups.

OBJECTIVE

The objective of the game is to knock down every item standing on the arena. An object will be considered knocked down only if the falling side of the object properly touches the ground. The team knocking off maximum number of objects within a stipulated time will be declared as winner.

RULES AND REGULATION

ROUND I:

- The robot must be completely autonomous.
- All teams would be allowed a brief trial.
- The robot should strictly fit the dimensions of 20cm*15cm*15cm with a maximum voltage supply of 24V. The robot is allowed to have extra components provided it fits the aforesaid dimensions.
- If under any circumstance any part of the robot touches the ground, the team will be adjudicated as disqualified.
- An object will be counted only if the surface of the falling side fully touches the ground.
- Each team has to knock down maximum number of object within a stipulated time. In the event of more than one team being able to do that successfully, their timings will be considered.
- Any manual touching of the robot after the start of the game will result into instant disqualification.

ROUND II:

The rules for Round II will be given after the Round I.

[N.B. The rules are liable to change as per requirement]

Contact:-

Arijit Das (8013979058)

Sumit Baral (748806164)