

COSC 480 – Robotics

Project 2

Purpose: For this second project, you and your team will be using BricxCC (or another programming environment) to help someone set up a domino course.

Task: Construct a domino dispensing robot. This robot simply creates a domino course as specified below.

Using the dominoes provided, set up a domino course with the following attributes:

- * It must use at least 50 dominos.
- * It must include one cross and one fork.
- * It must create a loop around a single obstruction.
- * The course must be complete, meaning that if a person knocks over the first piece, the others should fall in sequence.

In addition, your robot should work around any walls it encounters. You will be provided the dominoes and the obstruction to be used. Bonus points will be awarded if your robot returns to the starting point and knocks down the first piece.

Your robot will be tested on its ability to complete the course given these conditions. It will be timed from course start to course finish and compared to the other teams in the class. Style counts. The more intricate the course, the larger the course, the more points you'll earn.

You can use any of the sensors and LEGOs in the kit, plus any extra LEGOs you may need. If you need extra LEGOs, you should request them from Alan.

DUE: March 1st to be demonstrated in class.