Date: 3/19/09
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Weekly Report 10

During spring break I was able to get a lot of work done. I built a shooting mechanism out of a speaker, and I wired up an NPN transistor to trigger it. I pulled the rear stepper/caster mechanism off of the robot and replaced it with a ball transfer caster. I placed a Ping sonar directly behind the caster for detection of obstacles directly behind the frame. I rewrote my obstacle avoidance code to include 2 side attached IRs and the rear sonar. I implemented the Nintendo Wii remote, by writing software to track a flame. I was able to have Woody track the flame while performing obstacle avoidance and I even wrote a program that shot out the flame of an oil lamp. I have yet to have reliable software to shoot out the flame, and I have yet to integrate any behavior of that kind to the rest of the system. This weekend I plan to finish the main objectives of the robot, so that I can perfect it, and add additional behaviors/cool stuff such as voice recognition, and audio playback. On a final note I now have a full sized speaker with an amplifier for my audio board. This setup provides more than enough volume for audio playback applications such as speech.