

Date: 4/9/09
Student Name: Timothy Martin
TAs : Mike Pridgen
Thomas Vermeer
Instructors: Dr. A. Antonio Arroyo
Dr. Eric M. Schwartz

University of Florida
Department of Electrical and Computer Engineering
EEL 5666
Intelligent Machines Design Laboratory
Weekly Report 13

This week consisted of tweaking and adding sound to Woody. I discovered why Woody would sometimes act timid trying to put out the flame. The problem is wind. Woody decides whether there is a viable shot by both ranging and the Wii remotes yaw value. The Wii remote gets increasingly more sensitive at close ranges, and this causes Woody to freak out when the flame dances. My solution to this problem was to make the thresholds near the flame larger. I also decided to compromise speed for accuracy. Originally Woody would approach quickly, and then slow down when the flame was in a close proximity. Now that I have realized the flame can throw off the reading in a windy environment, I have opted for a single slow speed while targeting. This way Woody will not act jerky when close to the flame. At this point I have quit development to prevent any glitches caused by last minute add-ons. The only exception would to adjust the Wii remote thresholds if wind is a problem.