



Hockey

SRB DEMO FILES

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Introduction

The Hockey bot's body here is mounted on a four-wheel drive car powered by minimal number of electrical components, featuring instantaneous response to driver's input. The bot is compact and light, enabling it to traverse through any terrain. The driver can modify various features according to his will, the main objective here is to find the ball and run with it towards the goal and hit it. For swinging the hockey stick a servo motor is used in the hand of the bot to which the stick is attached.

Requirements

A list of requirements and goals were developed to guide me in the development of this project. The requirements are as follows.

- The four-wheel drive car and the arms shall be controlled by a Bluetooth controller.
- The bot shall be battery powered.
- The swinging mechanism, the servo should be light weighted and should develop enough torque to hit the ball of the given weight.

Materials:

| |
|---------------------------|
| Arduino Uno R3 |
| HC-05 Bluetooth Module |
| 12V Lithium-ion Battery |
| L298N Motor Driver Module |
| DC Motors (300 RPM) |
| Car Chassis |
| Servo Motors |

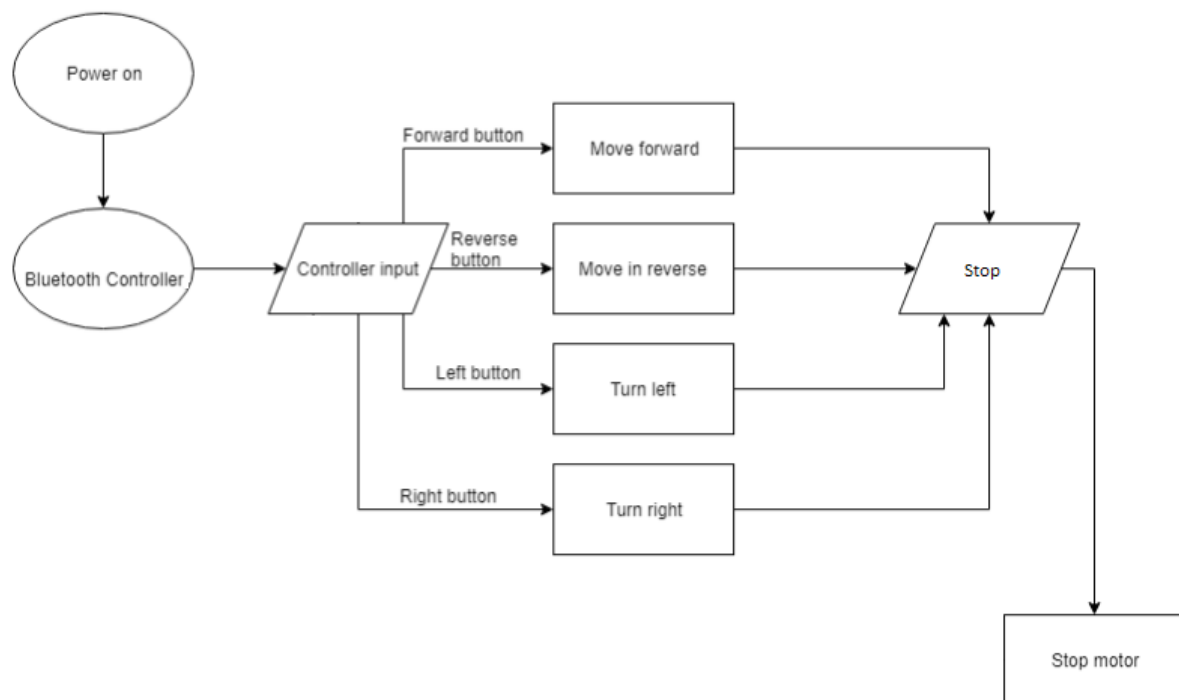
In addition to the hardware used on the arms and the car itself, there was some other hardware necessary to build and the arms of the bot and to run the car. These additional tools included a soldering iron and some solder to assemble the servo motor on the bot and to assemble RC car and solder wires to the pins connected to the motor batteries. In additional an Android phone is required along with the app "**Arduino Bluetooth Control**" which can be found in the Google Play Store.

The app has prebuilt symbols, the user just needs to assign various characters(A-Z or a-z) to these symbols and press enter after assigning characters to each symbols.

Once all the required characters are assigned the user should select "switch to controller mode" for connecting the Bluetooth with the Arduino microcontroller.

If asked for a password, the password may be 0000 or 1234 and the name of the Bluetooth module will be HC-05.

Working



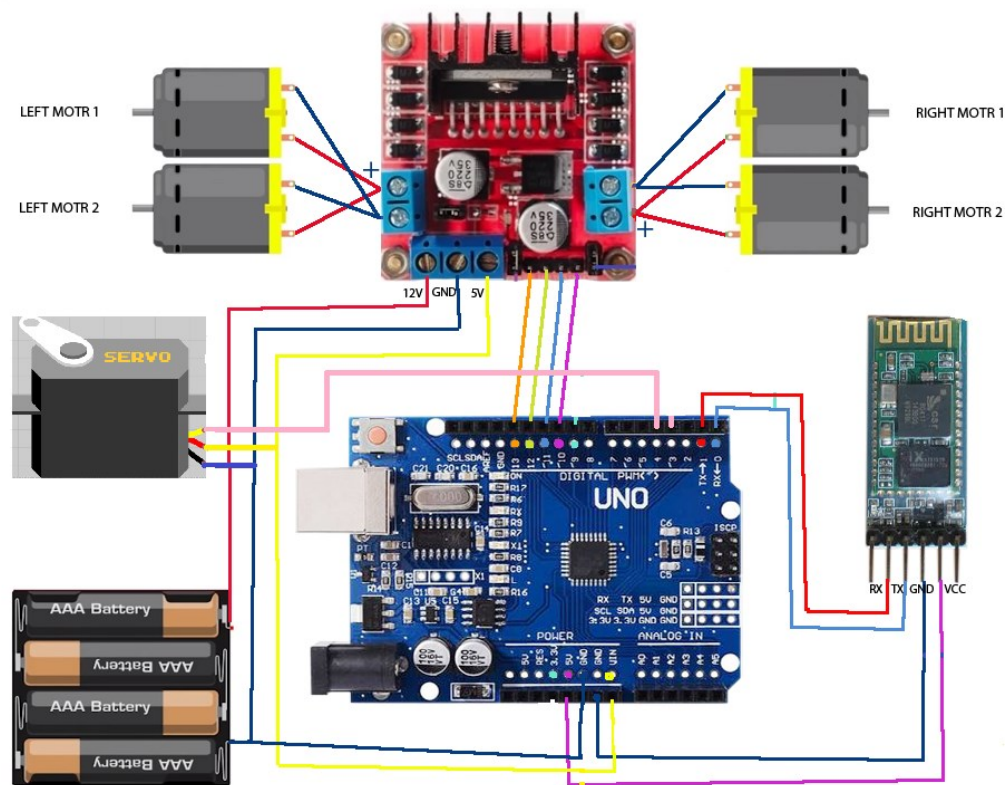
The working of this hockey bot is based on Arduino UNO microcontroller. The block diagram above explains the movement that the car will take in order to reach a specific location on the stage and there are buttons on the app for hitting the ball in the predefined manner. The controller is used for communication between various electrical components. Motor driver is connected to the controller and is used to provide sufficient power to the motors connected to it and acts as a medium for communication between Arduino and the motors. The Bluetooth module helps in communicating the desired motion via a mobile application. The predefined code helps to achieve forward, backward, right turn and left turn motion as well as it gives us the control of the arms of the bot.

NOTE:

When uploading the program to the Arduino the connection to the GPIO pin D0 and D1 had to be temporarily removed until uploading. This became somewhat of a hassle after many times having to upload new code. This must be done since the D0 and D1 pin is used for serial communication between

the Arduino and computer.

Circuit Connection :



The circuit is quite connections are quite simple, there is one servo motors connected to a pin of the Arduino module that will be used as control inputs for performing arm movements.

The Vcc and Ground pins of the servo motors should be connected to the Vcc and ground pins of the Arduino.

The four motors that are used to move the bot are connected to the L298N motor driver module as shown in the figure.

The servo motor is connected to pin 4 of the Arduino and moves in the clockwise direction when user presses the button on the Bluetooth app and thus the arrow is released due to this motion of the servo motor.

RoboVR Design:



Code:

```
#include<Servo.h>
Servo myservo;
char ch='S'; //initially STOP condition
const int IN1=9;// Define RIGHT MOTOR
const int IN2=10;
const int IN3=11;// Define LEFT MOTOR
const int IN4=12;
const int IN5=4;
int pos=0;

void setup()
{

pinMode(IN1,OUTPUT);
pinMode(IN2,OUTPUT);
pinMode(IN3,OUTPUT);
pinMode(IN4,OUTPUT);
pinMode(IN5,OUTPUT);
myservo.attach(4); // attaches the servo on pin 4 to the servo object
Serial.begin(9600);
}

void loop()
{
if(Serial.available()) // check if data is available or not
{
ch=Serial.read(); // read the incoming byte
}
Serial.println(ch);
// say what you got
if (ch=='R')
{
RIGHT();
}
if (ch=='L')
```

```
{
LEFT();
}
if (ch=='F')
{
FORWARD();
}
if (ch=='B')
{
BACKWARD();
}
if (ch=='S')
{
STOP();
}
if(ch=='X'){
for (pos = 0; pos <= 130; pos += 1) { // goes from 0 degrees to 180
degrees
// in steps of 1 degree
myservo.write(pos); // tell servo to go to position in variable 'pos'
delay(3);
}
for (pos = 130; pos >= 0; pos -= 1) { // goes from 180 degrees to 0
degrees
myservo.write(pos); // tell servo to go to position in variable 'pos'
delay(3);
}
}
}
}
void FORWARD(){
Serial.println("forward");
//When we want to move the Motor in forward direction,
digitalWrite(IN1,HIGH);
digitalWrite(IN2,LOW);
digitalWrite(IN3,LOW);
digitalWrite(IN4,HIGH);
}
//-----
void BACKWARD(){
Serial.println("backward");
```

```
//When we want to move the Motor in backward direction,

digitalWrite(IN1,LOW);
digitalWrite(IN2,HIGH);
digitalWrite(IN3,HIGH);
digitalWrite(IN4,LOW);
}
//-----
void LEFT(){
Serial.println("LEFT");
//When we want to move the Motor in left direction,

digitalWrite(IN1,LOW);//MOVING RIGHT MOTOR IN CLOCKWISE DIRECTION
digitalWrite(IN2,HIGH);
digitalWrite(IN3,LOW);//MOVING LEFT MOTOR IN ANTICLOCKWISE DIRECTION
digitalWrite(IN4,HIGH);
}
//-----
void RIGHT(){
Serial.println("RIGHT");
//When we want to move the Motor in right direction,

digitalWrite(IN1,HIGH);//MOVING RIGHT MOTOR IN ANTICLOCKWISE
DIRECTION
digitalWrite(IN2,LOW);
digitalWrite(IN3,HIGH);//MOVING LEFT MOTOR IN CLOCKWISE DIRECTION
digitalWrite(IN4,LOW);
}

//-----
void STOP(){
Serial.println("stop");
//When we want to Stop the Motor ,

digitalWrite(IN1,LOW);
digitalWrite(IN2,LOW);
digitalWrite(IN3,LOW);
digitalWrite(IN4,LOW);
digitalWrite(IN5,LOW);
}
```