



## Arduino Robotic challenge 2017

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### Introduction

Itsociety.lk proudly presents the Speedybots Robotics challenge 2017 as the second major events of the IT society. We have been conducting this grand event in order to facilitate Sri Lankan robotics industry with innovative minds throughout the country; this competition has become the major events in the technology events of the Advance Level.

## GAME TASK & RULES

### SPECIFICATIONS

#### Team Specifications

1. A team can consist of a maximum number of 3 students. Students from different schools are allowed to be in a team.
2. All the team members should have a valid identification document to prove their eligibility to participate in the competition.
3. Teams are allowed to seek external help from teachers or university students during the construction of their robot. But the final design and construction should be done by the team members themselves. **The judges may ask questions about the functionality of the robot to verify the fact.**

#### Robot Specifications

1. The physical dimensions of the robot should be within 25cm (length) x 25cm (width). There is no restriction on the height.
2. The robot must be powered by an on-board battery pack. No external cables should be attached to the robot.
3. The robot should be started by a single switch in the beginning. After that it should navigate fully autonomously. No manual intervention is allowed.
4. The robot should not receive any kind of inputs or aids from outside.





## TASK

- The robot should start from the starting position, move along the path and reach again to the starting position.
- There are 2 rounds. In the first round robot has to follow the line fast **but the seesaw is not available in the bridge area.**
- The second round available a **seesaw** in the **bridge area**. You will be given the 10 minutes to change the code for that.
- **Task will be completed within the minimum duration.**

## Game Rules

1. All the teams must submit their robots to the organizers at the start of a round.
2. No programming is allowed once the robot is given. At the start of their run, a team should place the robot inside the starting area with the line centered on the robot. When the judges give the signal, they can switch on the robot. From then on, the robot should navigate autonomously.
3. A team is given maximum of 2 minutes in a run to complete the task. If they complete the task correctly judges will score the team according to the performance thus far.

DATE OF COMPETITION: 2<sup>nd</sup> January 2018 (date may be change due to future events)  
VENUE: Dekma Higher Educational Institute, Matara.

## CONTACT DETAILS

Organizing Committee

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**Registration will be closed on 25<sup>th</sup> December 2017**

**ALL THE COMPETITORS WILL GET PARTICIPATION CERTIFICATES.**

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