

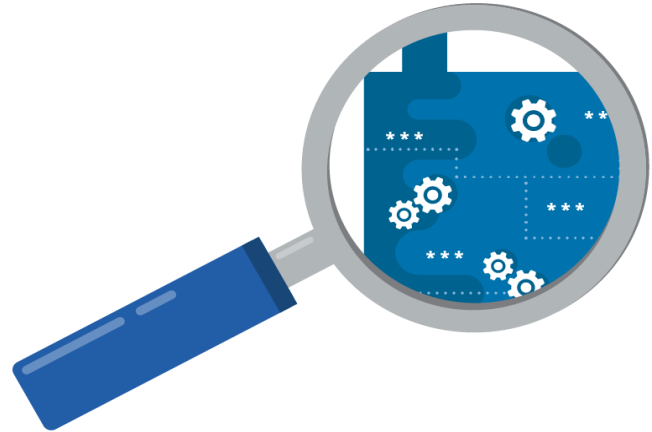


GoBabyGo

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Overview:

- Introduction.
- Why this project was pursued and completed?
- Our clients and why it matters to them
- What was done?
- How it was done?
- End product
- Conclusion



Introduction:

- The GoBabyGo is an international movement to empower children with disabilities.
- Children with limited mobility often do not receive the much needed exposure of socialization.
- Existing research shows that enabling young children with self control of their own environment can have meaningful impacts.



Why this project was pursued and completed

- Project was pursued because it will allow kids with mobility issues to:
 - Socialize with friends and family.
 - Improve posture.
 - To reduce depression.
 - To explore their environment.
 - To make them kings/queens of their domain.
 - Lessen melancholy.



Clients:

Dr. James Cole Galloway

- Professor, Dept. of Physical Therapy.
- University of Delaware.
- Founder of the project.

Dr. Kyle Winfree

- Assistant Professor
- PhD, Biomechanics and Movement Science, University of Delaware.
- MSE, Robotics, University of Pennsylvania.
- BS, Physics, Northern Arizona University.



Why does it matter to our clients:

- They want to help families.
- Bringing joy to the child's life.
- Boosts the confidence of the children.
- Allowing the child to move independently.
- Allowing the children to explore their environment.
- They want children with mobility issues to be more social with their peers.



Client Needs & Family Needs:

- Client Needs:
 - Kick the ball.
 - Simple.
 - Control the motor with a switch.
- Family Needs:
 - Adjust the car so the child can play kickball/soccer.
 - Distribute the weight evenly on the car.
 - Make the seat comfortable.

Work Breakdown Structure(WBS):

| WBS | Task/ Activity | Deliverable | Description | Progression | Implementation on car | Team members |
|-----|---------------------------------|---|--|-------------|-----------------------|------------------------------------|
| 1 | Hardware | | | | | |
| 1.1 | Brushless Motor | Will act as the force thus pushing the ball | Motor that will rotates 360 degrees | Not Needed | Not needed | Whole Team |
| 1.2 | Linear Motor | Will act as Will act as the force thus pushing the flippers | Linear motor that allows back and forward motion | 100% | 100% | Whole team |
| 1.3 | Flippers | Kick the ball | Paddles | 100% | 100% | Ali Albaloushi Abdulla Hakem |
| 1.4 | Screws washers | Connectors | Type of fastener mad from metal Plate used to distribute the load. | 100% | 100% | Ali Albaloushi Abdulla Hakem |
| 1.5 | Punched Square tube zinc plated | Punched tube can be telescoped inside other sizes to add adjustable height put the 1 in | A square hollow tube made of steel with holes punched in regular intervals | 100% | 100% | Ali Albaloushi Abdulla Hakem |

Work Breakdown Structure(WBS):

| 2 | Arduino Code | | | | | |
|-----|----------------------|---|---|------|------|---|
| 2.1 | Brushless Motor Code | Controlling the speed of the motor | Code that sets up the voltage levels | 100% | 100% | Ali Mohammad Ali Albaloushi Abdulla |
| 2.2 | Linear Motor Code | Controlling the position of the linear motor | Code that sets up the voltage levels | 100% | 100% | Ali Mohammad Hakem |
| 2.3 | On and Off Switch | Giving the signal thus giving power to the Linear motor | A switch or a button that will allow the motor to function accordingly | 100% | 95% | Ali Mohammad Hakem |
| 2.4 | L298 Dual H-Bridge | Controlling the direction of the motor | A circuit that will control two motors of up to 2A each in both directions. | 100% | 100% | Ali Mohammad |

Work Breakdown Structure(WBS):

| | | | | | | |
|-----|--------------------------------|---|---|--------------------------------|---|------------------------|
| 3 | Website | | | | | |
| 3.1 | Update the website | Make sure all of the documents are updated to date on the website | Updating the website with any new information about the project | Updating it as we move forward | - | Hakem Abdulla |
| 4 | Drilling | | | | | |
| 4.1 | Drill | To make holes on the provided PVC pipes/shovel to connect everything together with screws | A machine that drill holes to allow screws to be attached accordingly | 100% | - | Abdulla Ali Albaloushi |
| 5 | Documentation | | | | | |
| 5.1 | Writing project papers/reports | Each team member is going to be assigned to a specific section in the report | Complete Assigned Section | Completed when given | - | Whole team |
| 5.2 | Power Point Presentation | Each team member is going to be assigned to a specific section in the presentation | Complete Assigned Section | Completed when given | - | Whole team |

What was done:

- **Inspiration:** Function of a Pinball game; Use flippers in front of the wild car thing to kick the ball.



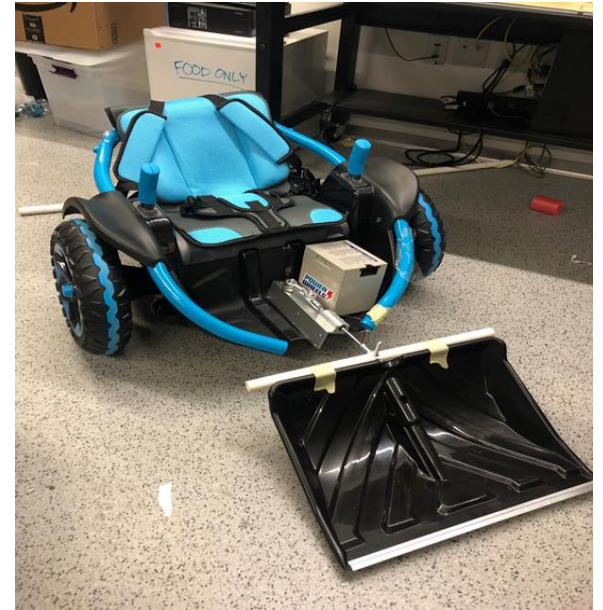
What was done:

- Implementing the subsystems in the wild thing car
 - Switch:
 - Will sense the position of the flipper, thus it turning on/off.
 - DIY reciprocating motor & L298 H-Bridge
 - Will be connected on flippers.
 - H-Bridge will control the power sent to the motor.
 - Flippers:
 - To hit the ball.
- Worked as planned.



What was done:

- Using the shovel and applying it on the wild thing car.
 - Plan A.1
- Implementing the subsystems in the wild thing car
 - Switch:
 - Will give the signal thus turning on/off the motor.
 - DIY reciprocating motor & L298 H-Bridge
 - Connected on flippers.
 - H-Bridge will control the direction of the motor.
 - Shovel:
 - To hit the ball.
- Didn't deliver required force to kick the ball.



What was done:

- Back-up design
- Implementing the subsystems in the wild thing car
 - Brushless motor & Potentiometer:
 - Connected to the tires.
 - Potentiometer will control the speed of motor.
 - Tires:
 - Rotating to hit the ball.
- Was not able to kick as the size of the ball is bigger.



Challenges:

- In terms of software:
 - Compiling error.
 - Uploading error.
 - Bugs in the code.
 - Implementation of Arduino Code.



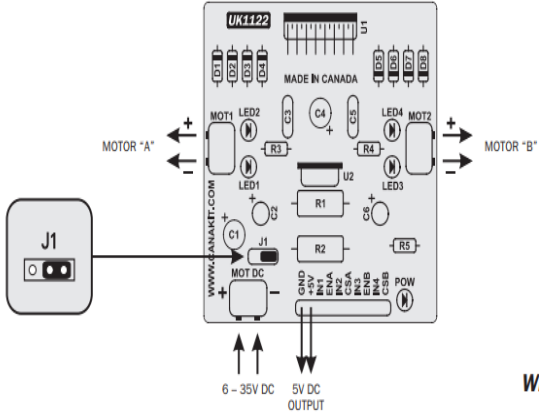
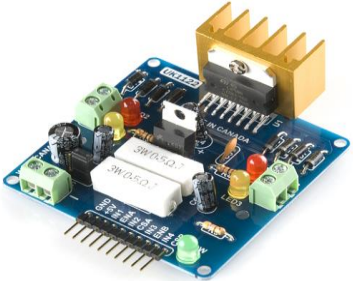
Challenges:

- In terms of hardware:
 - Loose structure.
 - Shorting out the circuit.
 - Wild thing car design it self.
 - Different screws to consider.
 - DIY Linear Motor configuration.
 - Momentary Switches attachment on on the wild thing.



How it was done?

- Software:
 - Arduino Microprocessor.
 - L298 H-Bridge

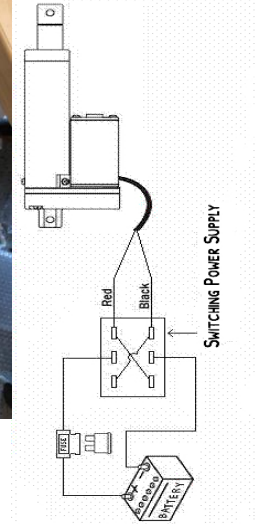


Wiring Diagram 1

How it was done?

- Hardware:

- Metal Bars.
- Screws and washers.
- Flippers.
- PVC pipes.
- Punched Square tube zinc plated
- Momentary-On Push Button Switch
- DIY Recorperating motor



Hakem



How it was done?

- Create the design.
- Electric saw:
 - Cut metal bars.
- Screws:
 - To tight all parts together.
 - To have a solid structure.
- Adjust the design of the wild thing car:
 - Pipes of the car itself.
 - Make space for the motors.
- Implementing momentary switches on the wild thing car:
 - Switch on controller.
 - Switch next to the motor.
- Wiring the circuit.

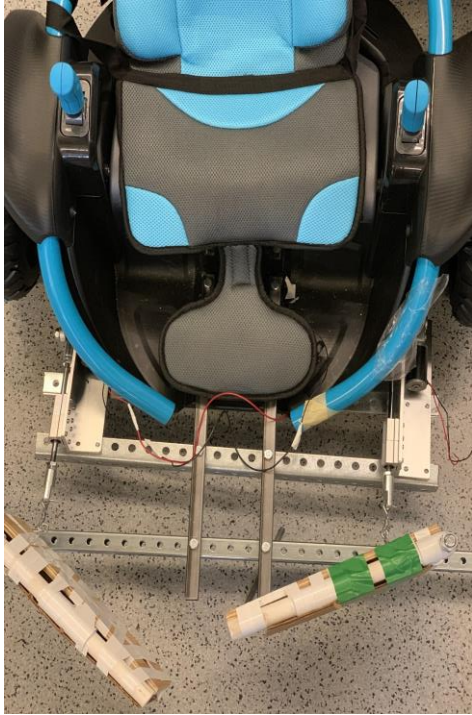


Project Constraints:

- Clients imposed constraints:
 - Have to use the wild thing car.
 - Can't use any other car in the lab.
- Hardware constraints:
 - Materials arriving late.
 - Not satisfying the purpose as expected.
- Budget Constraints:
 - 500\$ dollars.
 - exceeding our budget.
- Not having enough equipment in the lab.
 - Went to Home Depot.

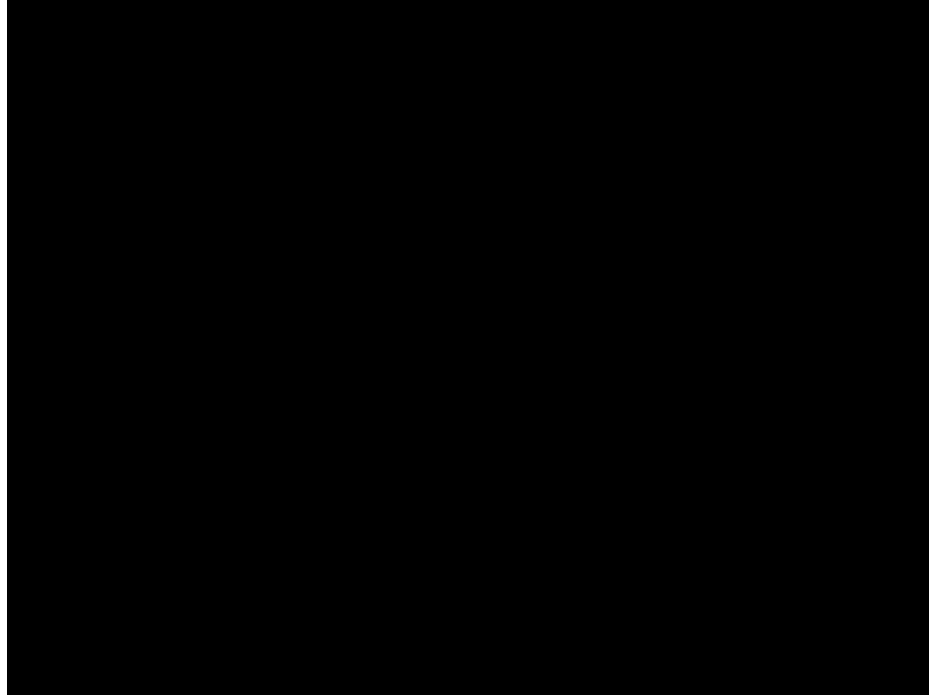


End Product:



End Product:

- A brief video of using the wild thing car:



Conclusion:

- Existing research shows that enabling young children with self control of their own environment can have meaningful impacts.
- The project was pursued to help support children with mobility issues.
- **Inspiration:** Function of a Pinball game; Use flippers in front of the wild car thing to kick the ball.
- We had multiple backup designs, but we went back to the original design which is the flippers idea.
- Challenges were dealt with and solved accordingly.

Questions

