

Tabletop Challenge

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Table Top Challenge The Home Brew Robotics Club, has a tabletop challenge, and our founding member Andrew unashamedly adapted their idea to local conditions. The goal is to build a tabletop robot, that can drive around a Science Alive table without falling off the table, and locate a 2x2 inch box. Once it has found the box, it needs to push it down to one end of the table and into a shoebox. The eventual goal of this challenge is to get working robots, in the club, that could be used for 1 on 1 tabletop soccer. The challenge has 3 phases:

- Stay on the table without falling off while turned on and moving.
- Locate the box on the table and push it off without falling off yourself.
- Locate the box, and push it into a shoe box (goal) at one end.