

LINE MAZE SOLVER

Proved that you (and your bot) are the best when it comes to solve the maze? Time to prove that with a line-follower now. This is one of our newest additions, that is surely going to be as exciting and challenging as it sounds.

- The LINE MAZE SOLVER is a robot that can solve the maze in fastest time possible.
- The line maze contains many dead ends, the robot typically cannot traverse the maze without first taking a number of wrong turns
- The track consists of black line on a white background with intersecting right-angle lines on it.

GENERAL RULES:

- Team can have a maximum number of 4 members.
- Team members can be from different colleges.
- A team is allowed to play with only one bot.
- Unfair game may lead to disqualification of the team.
- The bot should not damage the field. Damaging/harming the arena may lead to disqualification.
- The event coordinators reserve the right to make modifications to any of the rules if deemed necessary and their decision is in any situation final and binding on all.

EVENT RULES:

- The bots will be given two tries.
- The best of the two will be selected for evaluation.
- The 1st try can be used for training the bot to solve the maze.

BOT SPECIFICATIONS:

- The maximum dimensions of the base of the bot should be 25cm x 25cm x 25cm.
- Robots must not use ready-made mechanisms, Lego kits, etc. However, ready-made sensors and microcontroller kits can be used.



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FIELD SPECIFICATIONS:

- The line to be traced (black line) is of 30mm in width.
- The line maze is a path or collection of paths typically from an entrance to a goal.
- The bot should be able to track the simpler non-branching patterns that lead unambiguously through a convoluted layout to a goal.

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