Table Bot

Description

Design and program a mobile robot that will stay on top of a table without falling off. The movements of the robot should be random in nature. If your robot leaves the table it dies, if it doesn't it stays alive. The program should run for 90 seconds. The robot that randomly touches the edge of the table the most wins.

Rules

1. Keep your hands ready to catch the robot if it falls off the table.

2. The robot should run randomly for ninety seconds.

3. The robot should "touch" the edges of the tables then turn.

4. There must be a counter in your program to verify the number of touches your robot makes on the table.

5. A robot that goes off the edge of the table is disqualified.

6. The robot should turn itself off after 90 seconds, otherwise it is disqualified.

36" x 36"
Square with
Black tape on
the edges