PipeBot1

Description

Teams must design, build and program a robot that can travel through a pipe and count the number of flaws that it encounters.

Rules

1. The robot must travel inside the full length of a 6" diameter white plastic pipe.
2. The robot must detect flaws (simulated by black tape).
3. The robot must beep when it encounters a flaw.
4. Store the number of flaws it encounters in a container.
5. After exiting the pipe, stop and flash the total number of flaws found.