

Background:

With the Primary season soon upon us, the presidential candidates are looking for ways to woo the voters of California and settled on commissioning machines to end the California drought. Having SPDL on your resume has secured you and your team a development contract with an up-and-coming would-be presidential candidate.

Your candidate wants your device to be attractive enough to inspire everyday people to support your candidate. You, however, having moral fortitude, have chosen to focus on ending the drought whether or not it benefits your candidate. Studies have shown that people won't do anything about the drought unless the solution is fun, inspiring, memorable and attractive. Because we must all be part of the solution to the drought, your Drought Abatement Machine (DAM) must be able to be operated not only by your fellow ME218ers, but also by common folks (including children, 218 alumni, and random people off the street) who may know little of the technology involved. Your design should be suitable and appropriate for viewing and use by a multitude of interested (and potential) voters of all ages.

The DAMs will be deployed across the state (that is, on tables in the Bldg. 550 Atrium ☺). Keep this in mind when designing your machine.

Purpose:

The underlying purpose of this project is to give you some experience building an electro-mechanical widget. We expect that this will involve working with sensors, driving actuators, designing event driven software and implementing that software in C on a Tiva LaunchPad. These are the elements that we expect to see in every solution.

Your lab kit contains sensors, signal and power transistors, although you are not limited to using only these. To prevent a Government shutdown due to lack of funds, you are, however, limited to an expenditure of **\$160.00/team** for all materials and parts used in the construction of your project. Materials from the lab kit or the Cabinet Of Freedom do not count against the limit; all other items count at their Market Value.

On the night of the presentations:

DAMs will be installed across the state (that is, distributed around the Atrium of Bldg. 550 (our classroom building)) where the Drought Abatement Machines will be presented. The guests will wander around the room visiting the various DAMs and finding their inner Aqua-person while operating the different teams' DAMs. You should strive to make the DAM experience an exciting, active, electro-mechanical one. *Frankly, my dear, I don't give a DAM.*

Specifications**DAM Operation:**

- The DAMs will power up into an ARMed mode. Whenever the device is in this mode it should create a display to maximize Partisan Division & Rabid Nationalism.
- We all know that the attention span of the average voter is very limited, so the average voter should take approximately 45 seconds to interact with your DAM. No one except Aquaman should be able to complete the process in less than 30 seconds.
- Due to the fast paced nature of the 24-hour news cycle, each DAM should include a creative display of the passage of time since the voters have started to abate the drought. **7-segment displays don't count.**
- Solving the drought is an on-going problem so the DAM should reset 60 seconds after the voter starts interacting.
- The scale of the problem is so great that no single person can solve it alone, therefore a DAM should include interactions with two Voters. It should be impossible for your candidate to solve the drought by him/herself.
- To prevent the possible abuse of the DAM it should require coordinated interaction between the two Voters and drought abatement should not progress without the active involvement of both Voters.

- The world's scientists have exhausted all of the drought abatement technologies using 2 sensing modalities so your DAM should involve at least 3 distinct user interactions. To make the Voters feel good about their contributions each Voter must participate in at least two of these interactions.
- Each Voter's actions should affect the interactions with the other Voter.
- Your DAM should require large scale motion on the part of the Voters for at least one of its interactions.
- When the Voters succeed in abating the drought, the DAM should provide an exciting audio and/or visual experience that will inspire Civic Pride & Patriotism in the hearts of Californians everywhere.
- In order to assuage the fears about the drought and appeal to multiple voters, your DAM should automatically reset 30 seconds after it has successfully retrieved water.
- The DAM should be usable without human instruction. Any static instructions must be only in pictorial form (Think: Ikea assembly instructions).
- The DAM must set an external line to 5V whenever a user of the DAM has successfully abated the drought. That line should remain high until the DAM is reset.

Basic Specifications:

- A team of four class members will construct each DAM.
- Each DAM must have parts that visibly move under the control of the Tiva LaunchPad.
- Each team must construct a DAM. While it is permissible to use consumer devices as components, Campaign Finance Laws require that such devices must be substantially modified before incorporation into your project. We don't want you to just buy significant portions of your project. If there is any question as to whether or not the purchased component has been modified significantly enough, please see the teaching staff.
- Each DAM must respond to at least three distinct inputs/interactions.
- At least one of the user interactions must be interpreted as an analog input to the Tiva from the user.
- In addition to the analog input, at least one of the user interactions must involve non-contact sensing.
- Each DAM must provide the user with feedback about his/her actions. The feedback must include at least one of: haptic/audio/tactile feedback. Multiple modes of feedback, including modes not listed here, are encouraged. The DAM should include feedback on the progress made towards abating the drought.
- The complete DAM must be a self contained entity, capable of meeting all specifications while connected only to the provided project power supply.
- Since your DAM needs to be transported along the campaign trail, your DAM must fit into a SPoRTS bag. In order to fit into the trunk of the Batmobile that DrEd (pronounced "dread") stole from ESPN0xFF, the DAM **MUST** fit into a footprint no more than 18" wide by 18" deep by 36" high. During operation, the user interaction may occupy no more than an 24" wide x 18" deep x 80" high volume in front of the DAM. Two DAMs must both be usable while sitting together on one of the 5' wide tables in our classroom. The entire DAM must be easily and safely moved from the construction site to the grading session and then again across the state (to the Atrium) for the presentations. Make sure that you plan for this.
- The emphasis in the project is on *robust* electronics, software and mechanical systems built with *real craftsmanship*. Paint alone does not add to either functionality or craftsmanship. This is not to say that you may not decorate the machine, simply that it should not become a focus. Any painting that is done near the SPDL must be done using appropriate masking so that **no** paint residue is left on the building, furniture, sidewalk, driveways, grass or trees. **No Painting in the SPDL!**

- While it is normally not a good practice, the finished circuitry may be constructed on your proto-boards. This has been done to allow you the maximum time to spend on your project, without having to learn electronic prototyping techniques as well. Be sure to secure the proto-board and connections so that they will not be disturbed by the moving process.
- Accurate schematics and state diagrams are such a useful aid in debugging that **you should be prepared to show your up-to-date schematic or state diagram to any coach or TA whenever you ask them for help on your project.**

Safety & Hygiene:

- The DAMs must be safe for both users and spectators.
- Be considerate of your neighbors in the lab when debugging any audio output; use headphones.
- Your DAM must meet Prop.65 requirements so there is a strict ban on toxic materials. This prohibition includes Volatile Organic Compounds (VOCs) (i.e. hydrocarbon based spray paints or other noxious fumes). **This prohibition also includes while you are working on the exhibit in the SPDL.**
- No Painting in the SPDL!**
- No part of the DAMs may become ballistic outside the 18"x18"x36" size envelope outlined above.
- No pyrotechnics or fire of any kind! Ionizing Radiation and bombs are strictly prohibited by the Geneva Convention.
- If the DAMs contain any liquids, they may not be conductive (with the exception of water) or corrosive, and MUST be packaged in a fail-safe manner.**

Check-Points

Design Review:

During the days of November 4th & 5th in room 162 of the Peterson building (our classroom building) we will conduct design reviews. Signups for the hour-long slots for 4 teams will happen via Coursework. Each group should prepare a few **simple** PowerPoint slides (scans of sketches are OK) showing your ideas, a preliminary event list, with responses and a list of *how you are going to meet the user interface requirements*. **No code, no state diagrams, no circuits.** One member of the team must bring a laptop and any necessary adapters to produce a VGA video signal to be used in connecting to the screen for your presentation. You will present these to other members of the class, members of the teaching staff and coaches so that all may hear about your ideas and provide feedback and advice. **At this time you will be required to identify the core functionality of your proposed design and how it meets the interaction requirements.** *Mission Accomplished! (George W. Bush)*

First Check-Point:

On or before 11/06/15, you must submit a schematic of at least the core functionality initially identified on 11/04 and a refined set of events with details on the responses. Modifications to the core functionality may take place up to this point. An Altium schematic plus a word document describing your core functionality should be left in your "Reports" folder. We'll sweep your "Reports" folder at 5pm. Only one team member needs to submit your check-point documentation. *The American people are sick and tired of hearing about your DAM email! (Bernie Sanders)*

Second Check-Point:

On or before 11/12/15 you will be required to demonstrate a minimal level of function:

The hardware & software necessary to do each of the following

sense inputs(at least 3 user inputs)

make decisions (state machine with at least 3 states driven by keyboard input)

implement electro-mechanical actuation for the display to inspire Civic Pride etc. and user feedback

Submission of an Altium schematic of your circuit will also be required. *99% of failures come from people who make excuses. (George Washington)*

Third Check-Point:

On 11/16/15 you will be required to demonstrate integrated functionality of all sensing inputs, plus software and timing, plus activating all actuators that will be required. In other words, everything should be complete with the exception of improvements in user experience, and fit, finish, and appearance. *Only if you have been in the deepest valley, can you ever know how magnificent it is to be on the highest mountain. (Richard M. Nixon)*

Grading Session:

On 11/18/15 you will be required to demonstrate your fully integrated and finished machine. *You can put wings on a pig, but you don't make it an eagle. (William Jefferson (AKA Bill) Clinton)*

Report:

Draft due on 11/30/15 at 4:00pm. Final version with revisions is due by 5:00pm on 12/04/15. *The reward of suffering is experience. (Harry S. Truman)*

From time to time the tree of liberty must be watered [with a Drought Abatement Machine] (Thomas Jefferson)

"Don't short power to ground" (Benjamin Franklin)

Evaluation**Performance Testing Procedures:**

All DAMs will be tested by a demonstration performed by a pair of team members that should show all of the possible user interactions.

Grading Session Presentation:

Each team should prepare a **30 Sec.** (no more) presentation to introduce their DAM. This presentation should highlight the unique features of the design, **not the circuit or software details**. As an example, think back to the xylophone descriptions that were played on the first day of class. You will be setting up your DAM, one at a time, and delivering your presentation in room 202 Thornton between 10am & 5:00pm on the day of the presentations. During this time each team and their DAM will be photographed. Starting at 5:00pm you will move your DAM into the Atrium for the public presentation, which will begin at 7:00pm.

Grading Criteria:

- Concept (20%)** This will be based on the technical merit of the design for the DAM. Included in this grade will be evaluation of the appropriateness of the solution, as well as innovative hardware, software and use of physical principles in the solution.
- Implementation (20%)** This will be based on the prototype displayed at the evaluation session. Included in this grade will be evaluation of the physical appearance of the prototype and quality of construction. We will concentrate heavily on the craftsmanship exhibited by the final product.
- Performance (40%)** Half of this (20%) will be based on the results of the Check-points, the other half will be based on the results of the performance testing during the evaluation session. Full performance credit will be given only if the machine works on the first attempt during the grading session. Performance will be judged first on the ability to demonstrate the core functionality and second on any embellishments to the core functionality. **To earn the Performance points, you must demonstrate at least the core functionality.**
- Report (10%)** Preliminary project reports are due November 30, 2015 at 4:00pm. The report should be in the form of a stand-alone web site and must include schematics, pseudo-code, header & code listings, dimensioned sketches/drawings showing relative scale, a complete Bill-of-Materials (BOM) for the project as well as a 1 page description of function and a "Gems of Wisdom for future generations of 218ers" page. The actual web-site must be submitted as a **single Zip file** (7-zip is installed on all the workstations in the lab). In addition, if your web-site is hosted, you should include a text file with the URL to your site. It is critical that your report be in the Reports folder on time so that the peer reviewing team will have an adequate opportunity to review it before class the following day. Final versions of the reports, incorporating the review comments are due (also in the form of a single zip file plus URL) by 5:00pm on 12/04/15. The front page of your project description must be in a file called `index.html` at the root folder of the web site. Test your zip-file by unzipping it into an empty folder. Once un-zipped, you should be able to view the entire site starting from the `index.html` file. **Do not embed video files** directly into your site. If you want to include video, link to a You-Tube or other video sharing site.

- Report Review (10%)** These points will be awarded based on the thoroughness of your review of your partner team's report. Read the explanations, do they make sense? Review the circuits, do they look like they should work? Could this DAM realistically be built for \$160? If, during grading, we find things that don't make sense or circuits that won't work we will consult your review. If the review caught them, then the team will lose points on their report. If the reviewers missed it, then they will lose points for their review. The report review should be submitted in the form of a word document that you place into one of your team members folders by 4pm on 12/01/15.

Suggestions

We understand that the project definition is probably a bit more open than you might be used to. To help you get your creative juices flowing we offer some reflections that you might want to consider.

- Don't just think buttons. Think about novel ways to sense an action and give feedback. Remember, you have more than just fingers available to actuate and you are mechanical engineers (at least most of you). Think fun linkages!
- The Tao of 218:** Simplicity Leads to Reliability. Remember, you only have 456 hours available to complete the project (and tend to the other things in your life) before it is due.

Resources

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| <input type="checkbox"/> | www.sparkfun.com | www.adafruit.com |
| | www.seeedstudio.com | www.hackaday.com |
| | www.jameco.com | www.digikey.com |
| | www.mouser.com | www.mcmaster.com |
| | www.newark.com | www.hobbyking.com |
| | www.ponoko.com | www.servocity.com |
| <input type="checkbox"/> | J&M Hobby House in San Carlos | |
| | Jameco in Belmont | |
| | TAP Plastics in Mountain View | |

Exercise your creativity:

We encourage, and hope to foster, a wide range of solutions to the problem. This will make for the most enjoyable presentation for your audience. There is no 'Best' way to solve this problem, so don't spend time looking for it. While brainstorming, look to the absurdity of our modern political system for inspiration.

Remember that we interact with electronic devices every day. People tend to have more fun with projects that don't try to emulate the look and feel of actual products. ME218 is an opportunity to design things that are fun and whimsical. Take advantage of that.

Make your machine robust:

Your machine must be rugged enough to survive your testing as well as 'testing' by the audience. Don't be timid about playing with your project before the presentation. Play with it as if you didn't know its weaknesses. Let your friends play with it. Find out if it can survive people playing with it *before* the presentation.

While the emphasis in the lecture has concentrated on the electronics and software, don't forget the mechanical aspect. Historically, machine failures are often due to poor mechanical design or implementation. Pay attention to craftsmanship. It will pay dividends in many ways.

Gems of Wisdom from Past Generations

Will be available on the SPDL Web site. Be sure to check them out for guidance from past generations.