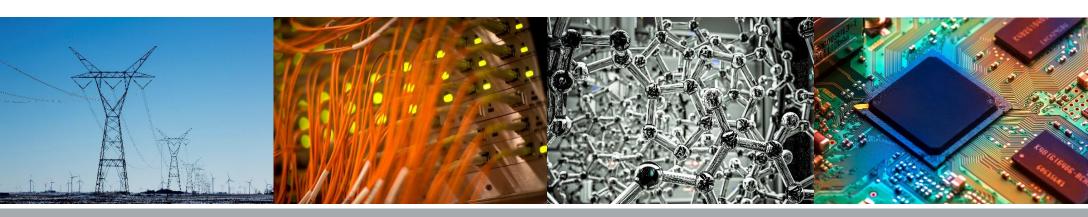
# IR Tracking NERF Sentry Gun

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#### **I**ILLINOIS

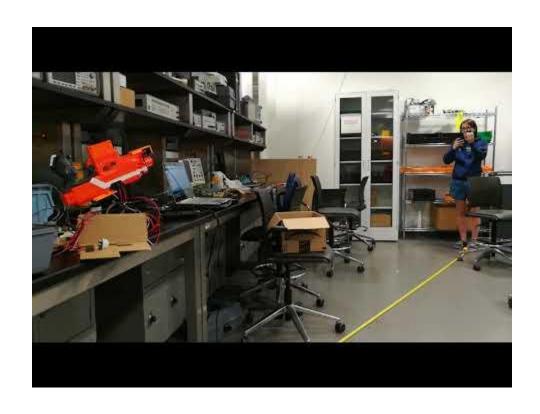
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#### Introduction

- Scans the surrounding area for a strong IR source
- Locks onto a target holding an IR emitter within 15 feet
- Fires NERF darts at the moving target as they approach 10 feet

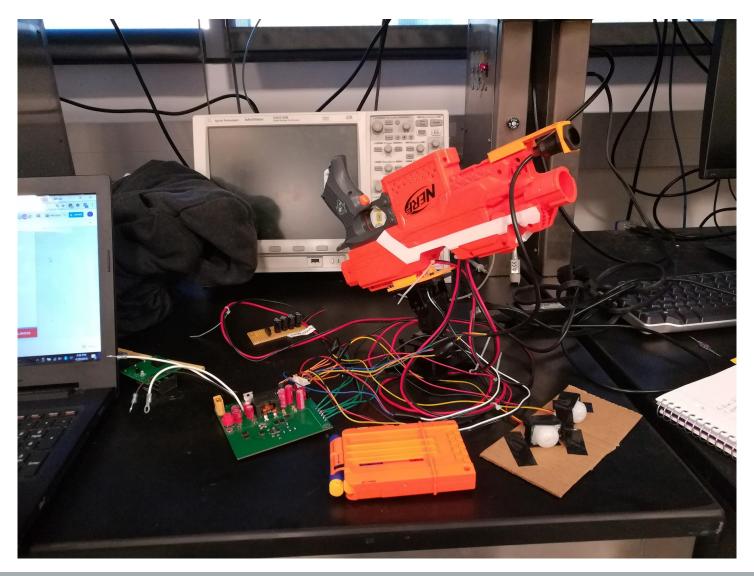
#### Video



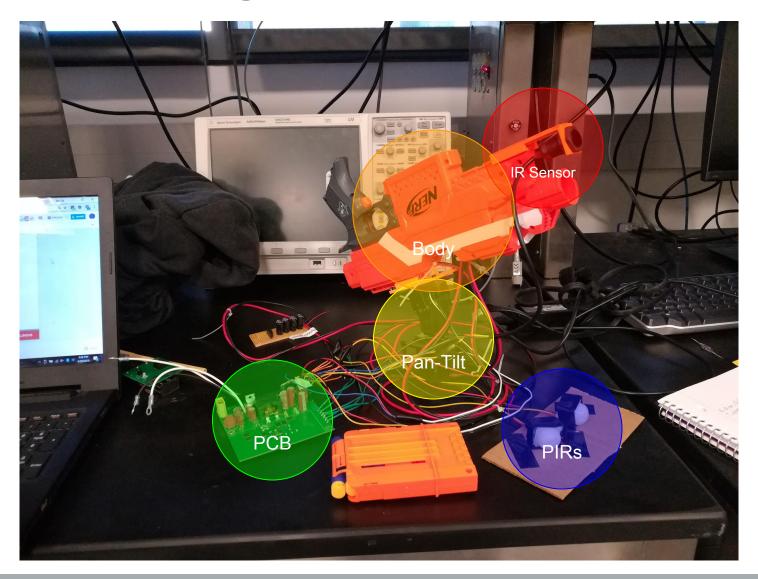
#### **Objectives**

- Portability
  - On board microprocessor
  - Powered with a Li-Po battery
  - Long run time
  - Compact design
- Accurate tracking
  - Wiimote IR sensor
  - PIR sensors

# **Physical Design**

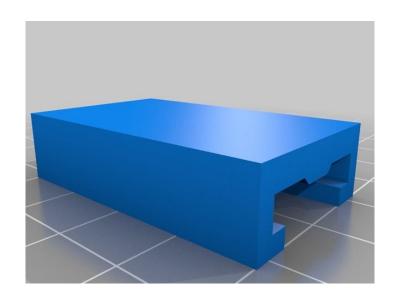


# **Physical Design**



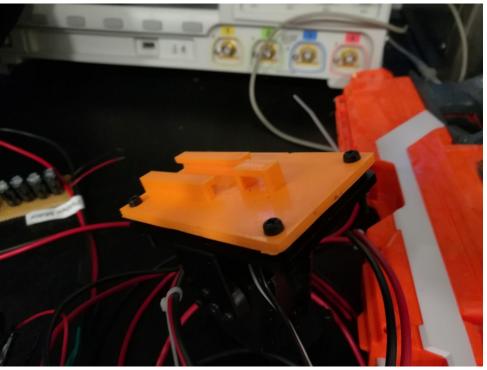
#### **3D Printed Parts**

- Used existing accessory rail system on body to create custom mounts
- Modified base NERF rail mount model in SketchUp to fit needs

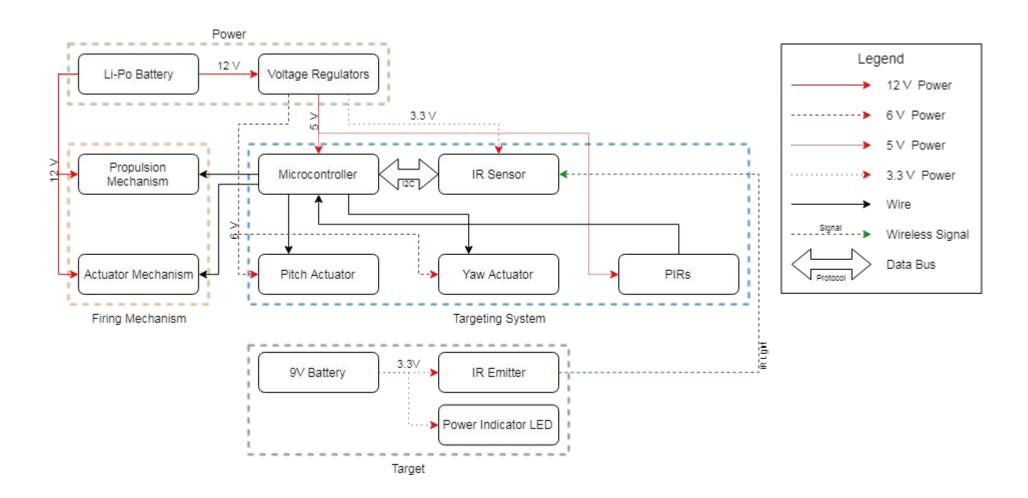


#### **3D Printed Parts**

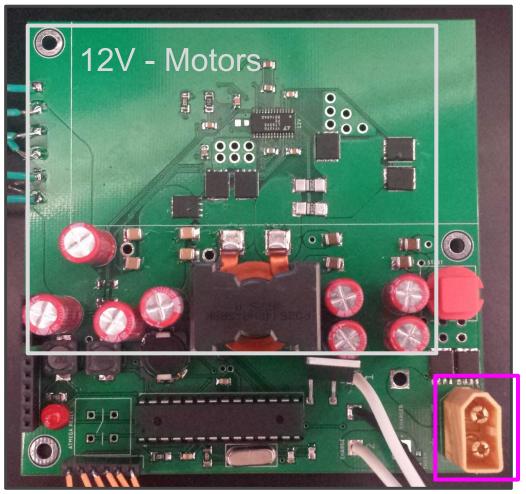


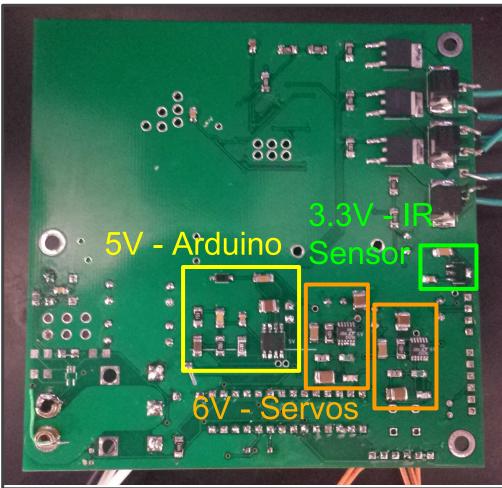


## **Block Diagram**



### **Power: Regulators**



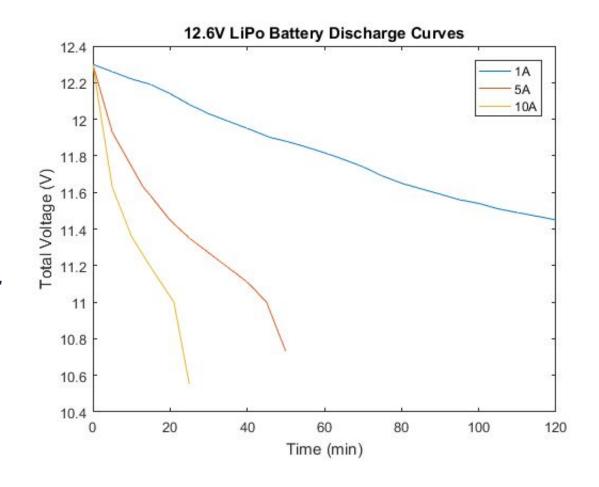


**Battery Input** 

#### **Power: LiPo Battery**

#### Requirements

- 1A discharge for at least one hour
- Peak discharge of at least 28.2A



#### **Power: LiPo Battery**

#### Safety

- Charging circuit
  - Over charge
  - Over discharge
  - Over current
- Thermistor
  - Over heating
- XT60
  - Reverse polarity



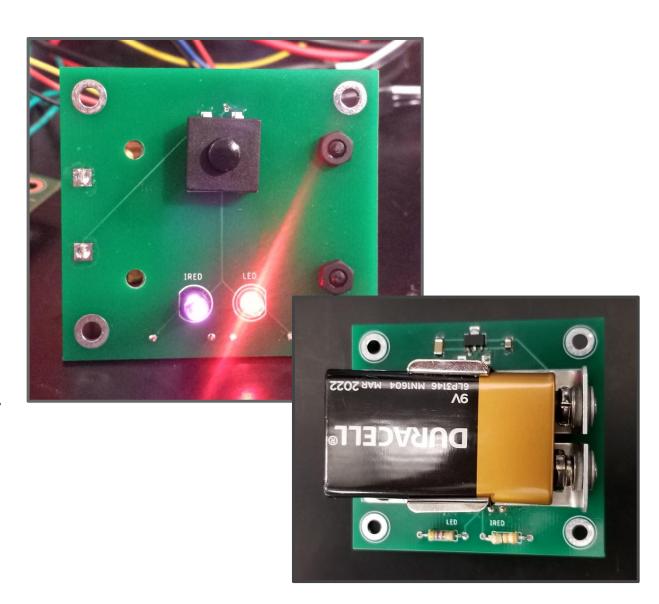
### **Target**

#### Requirements

- Compact
- Long lasting

#### **Elements**

- 9V battery
- 3.3V regulator
- IR Emitter
- "On" LED



#### **Target: IR Emitter**

#### Requirements

Detectable from 15 feet: 0.2028 W/sr

#### Concerns

- IR Eye Hazard
  - Exempt: 4 W/sr
- Retinal Thermal Hazard
  - Exempt: 18.12 W/sr

Actual Intensity: 0.297 W/sr

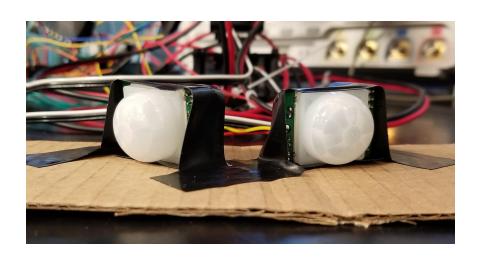
#### **Tracking System Requirements**

- Detect a target (IR Emitter) within 15 feet
- Signal the gun motors to fire a dart at the target once it is within 10 feet
- Be able to detect targets within a 180° horizontal range of motion

# Orignal Tracking System Design

- Used the Wii Remote IR Sensor to detect the target/IR emitter
- Used PIR motion sensors to detect whether the target is within 10 feet





#### Math for IR Sensor

- Used linear interpolation to estimate angular displacement from a seen target's x-y coordinates
- Defined constants that related sensor's resolution with its horizontal and vertical field of view
- To find horizontal displacement:

$$\Delta\theta_h = \frac{33}{1024}(|x_{center} - x_{read}|)$$

To find vertical displacement:

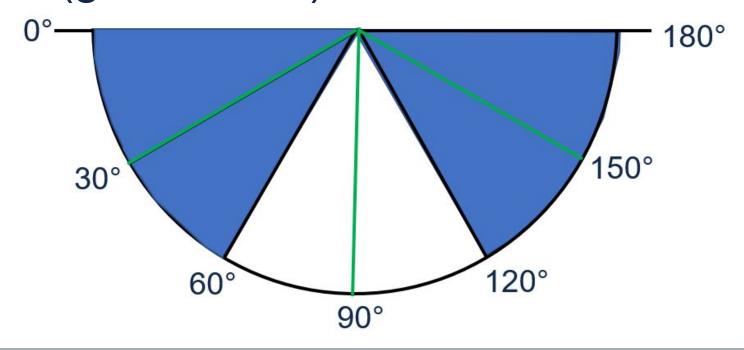
$$\Delta\theta_v = \frac{23}{768}(|y_{center} - y_{read}|)$$

# Original Ideas for 180° Tracking System

- First idea: pan the 180° area looking for IR targets
  - Problem: does not detect target quick enough
- Second idea: use PIR motion sensors to detect motion in certain areas
  - Once motion is detected, signal to motors to move gun to that area

# Original 180° Tracking System Setup

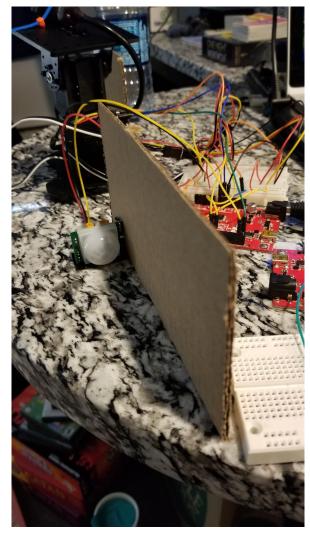
- Have 1 PIR Sensor on each side to cover 60° (blue areas)
- When motion is detected, move to middle of area (green lines)



# **Problems with Original 180° Tracking**

### **System**

- PIR Sensors resulted in a lot of false positives
  - Had to build setup to limit
    FOV
  - Gun would get stuck in cycle of trying to go to both areas



### New Idea for 180° Tracking System

- Problem: Gun is heavy, very jerky movements
- Solution:
  - We chose accuracy over speed
  - Switched back to the panning solution
  - Pan the 180° area and stop when IR emitter is detected

# Final Implementation of PIR Motion Sensors

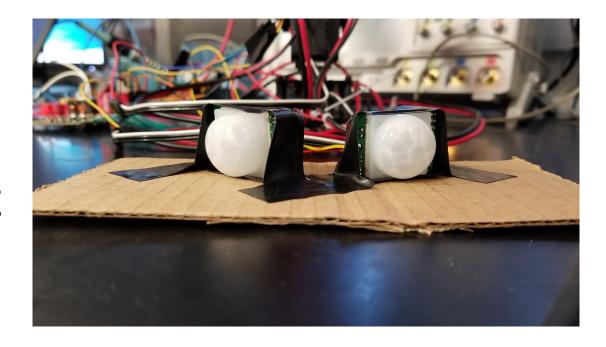
Horizontal FOV is 110°, Vertical is 70°

Used 2 Sensors to cover entire 180° range

of motion

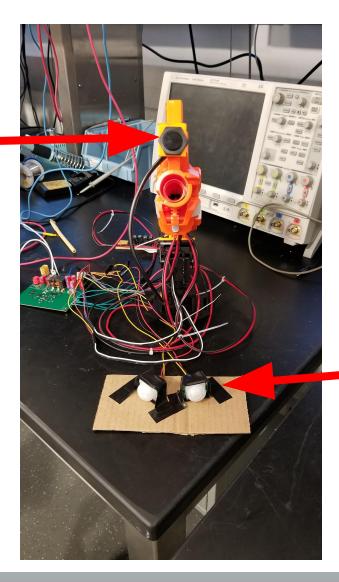
 Used minimum sensitivity and minimum timeout

Range ended up around 10 ft.

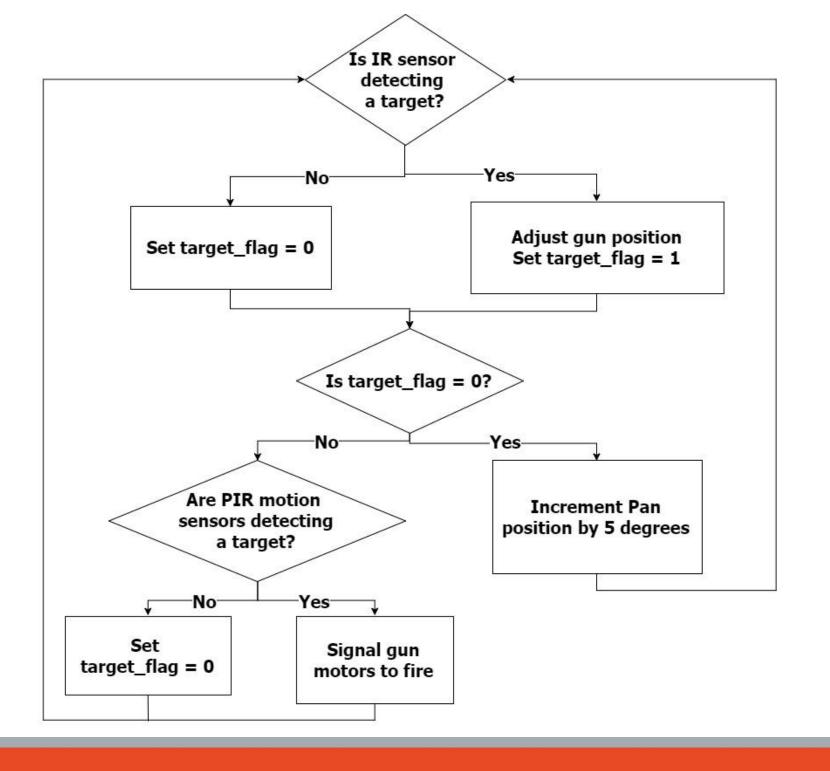


# Final Tracking System Physical Design

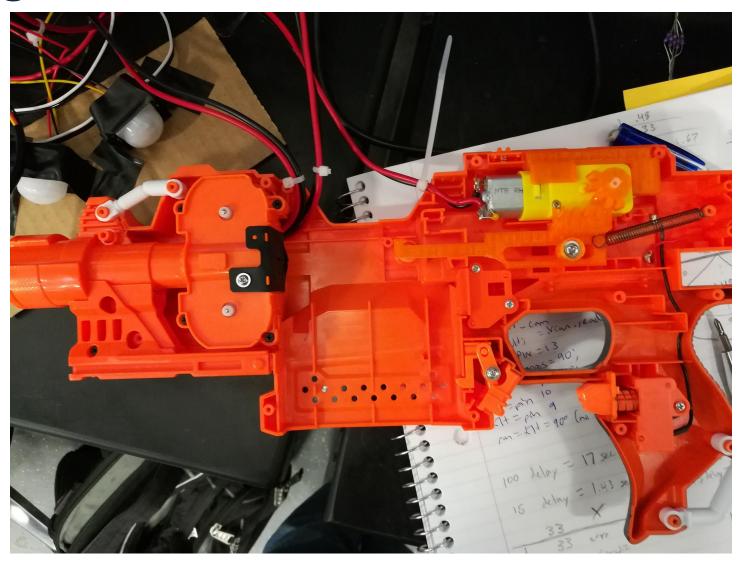
Wii IR Sensor



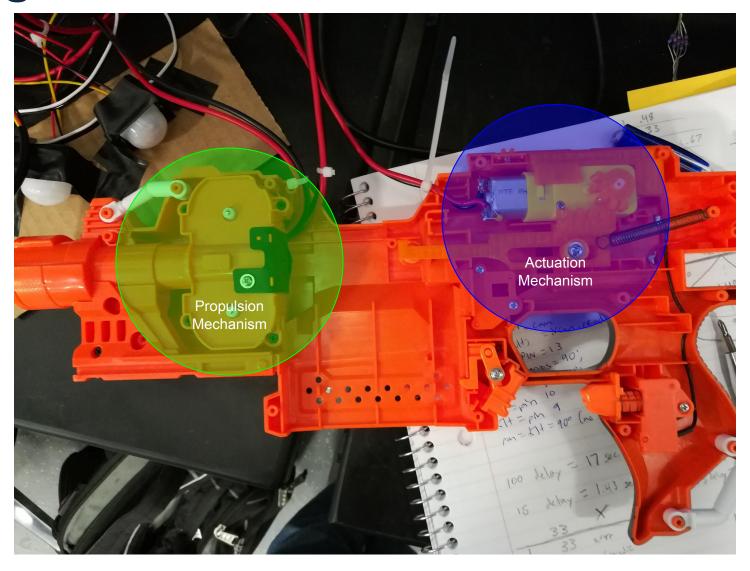
PIR Motion Sensors



# Firing Mechanism



# Firing Mechanism



## Firing Mechanism Rate of Fire Testing



# Firing System Initial Test



### **Software for Firing Mechanism**

- Once the target is detected within 10 feet:
  - Begin rotating top and bottom motors
  - Rotate pusher motor until exactly 1 dart is pushed out
  - Stop rotating top and bottom motors once dart is fired

#### **Motor Interference Problem**

- When running, DC motors generated electrical noise
- This noise interfered with the microcontroller, especially the servos
- To remedy this, we added noise-reducing capacitors to the motors and minimized run times of motors

#### **Ethical Issues**

- IEEE Code of Ethics #9
  - Projectile has potential to harm people
  - Solution: Clear area when using gun
- IEEE Code of Ethics #1
  - Dangers of moving parts including gun and motors
  - Solution: disclose possible dangers to user

#### Conclusion

- Capable of detecting and tracking the target at 15 feet
- Fires at the target as it approaches 10 feet
- Future improvements
  - Reduce size
    - Design original case for the firing mechanism
  - Improve accuracy
    - Use a different type of projectile
    - Implement more powerful servos
    - Replace the PIRs with a less noisy alternative

#### **Thank You!**