MarioBot

Conceptual Design

Team 1

World Problem - Jennifer Communication and Design Engineer & Project Manager

Mario Kart - Ryan Powertrain Control Engineer

Mario Kart - Sensor Engineer & Game Software Engineer

What is MarioBot?

- Inspired by the computer generation of the game Mario Kart on Nintendo 64 and the popularity of the game, we have decided to make a robot version of the game with the intent of making a fun game for people to play with their friends. The robot will be controlled by a remote and will be able to perform the same tricks as the game of Mario Kart (collect the coins, use the mushroom to go faster, use the banana to slow down the competition, and use the shell to knock down the competition). The robot will be able to perform these tasks in a fun and exciting way.
- Timeline
  - Week 1 - Complete the design and order parts
  - Week 2 - Complete the design and order parts
  - Week 3 - Complete the design and order parts
  - Week 4 - Complete the design and order parts
  - Week