

The logo for 'Team Superbad' is displayed in a stylized, red, 3D font with a blue and white shadow effect. The text is set against a dark, circular background that resembles a spotlight or a lens flare.

# The State of Team Superbad Address

October 18, 2001

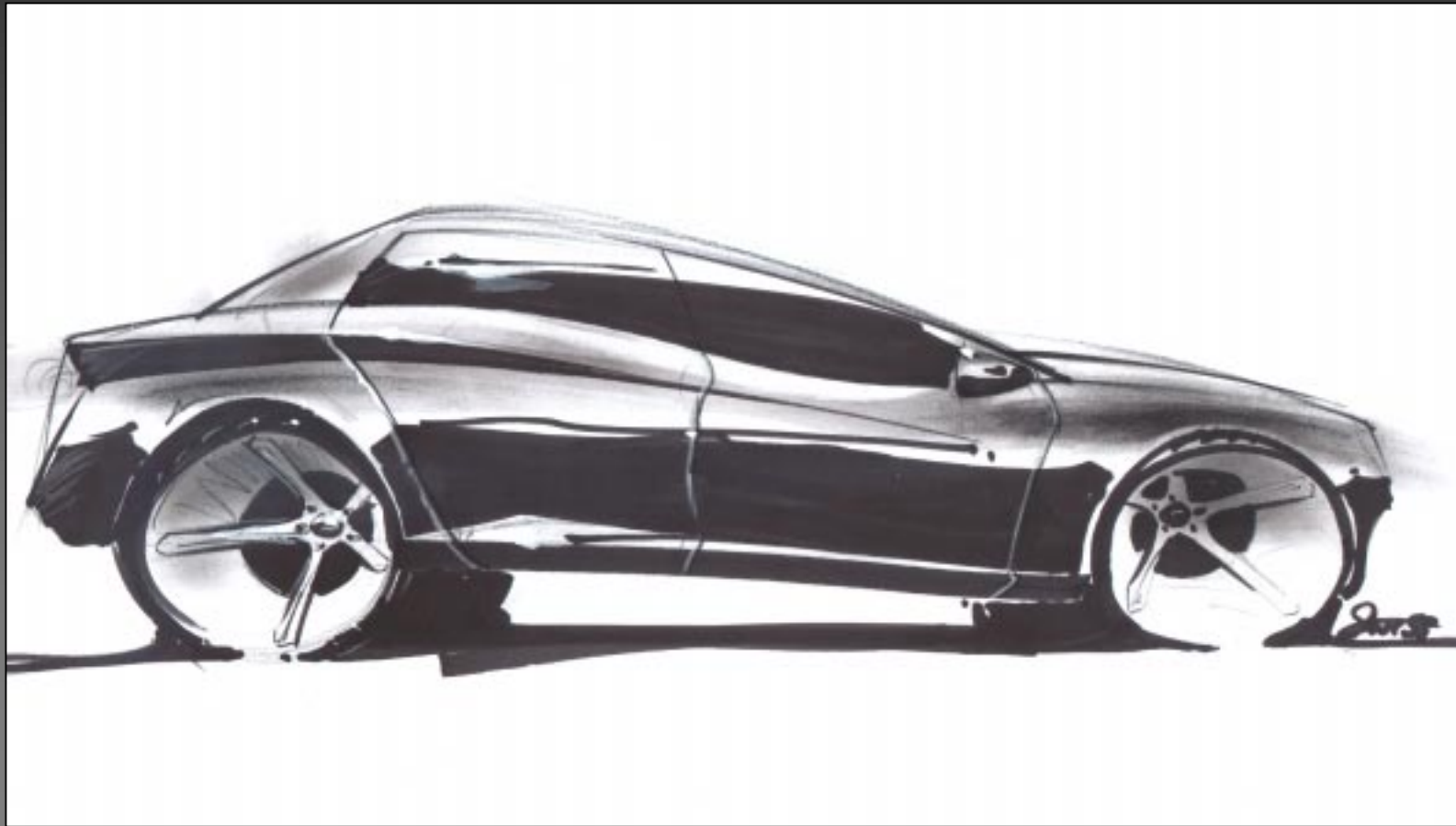
# Team Superbad

## Brief Overview

- Interactive radio-controlled car
- Senses its environment and gives appropriate verbal feedback to driver
- Simple and durable construction
- Suitable for children ages 6-10

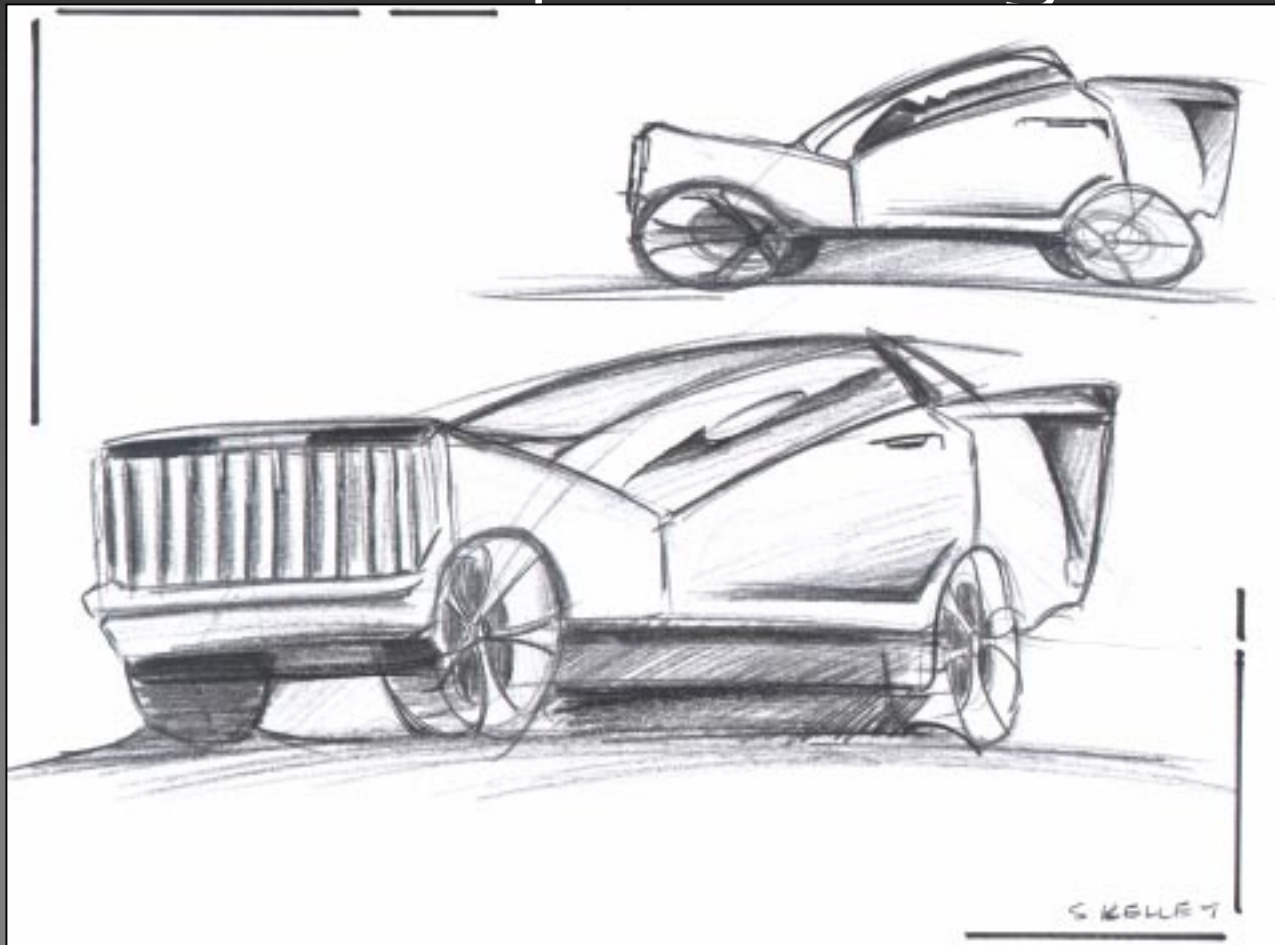
# Team Superbad

Concept Drawings



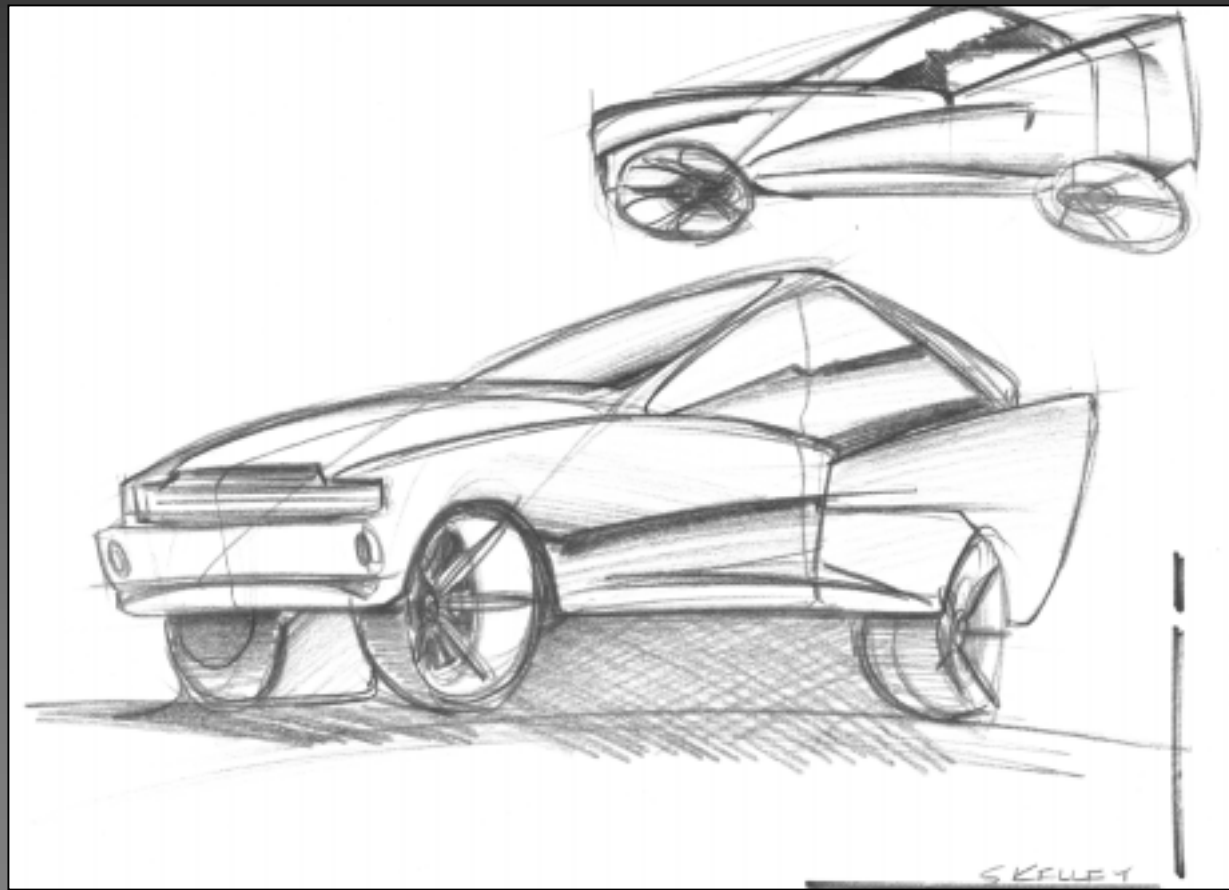
# Team Superbad

Concept Drawings



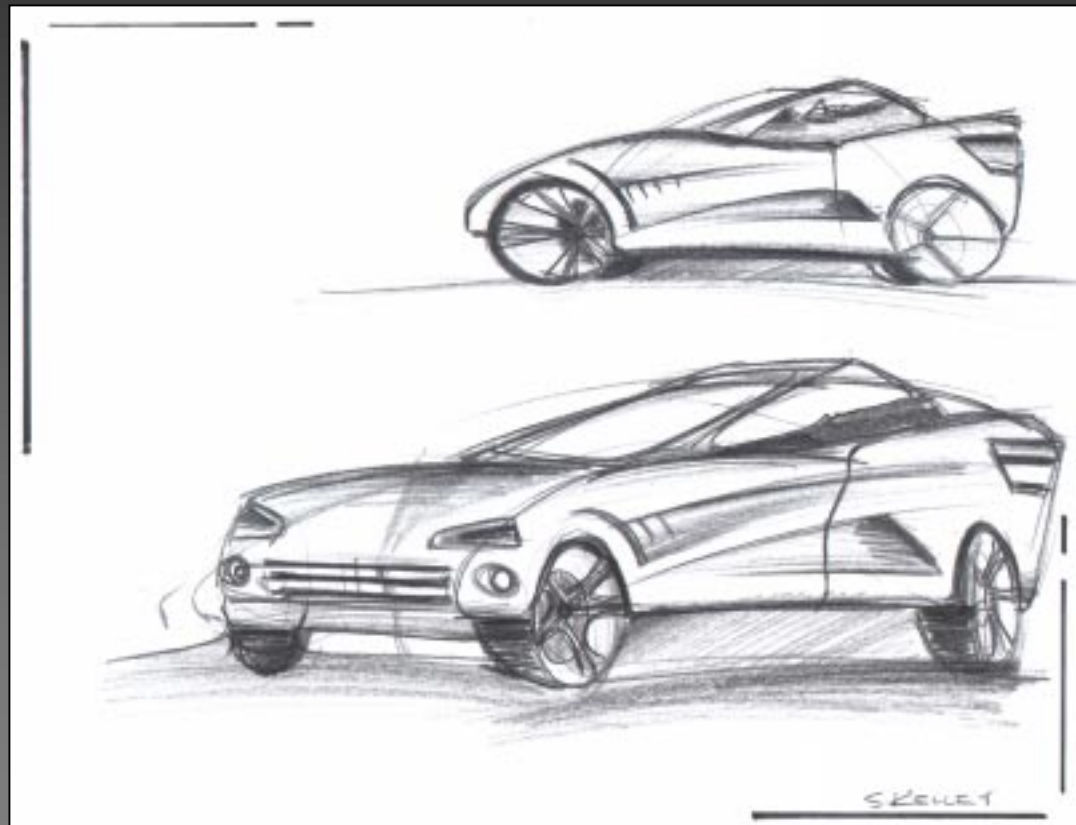
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Concept Drawings



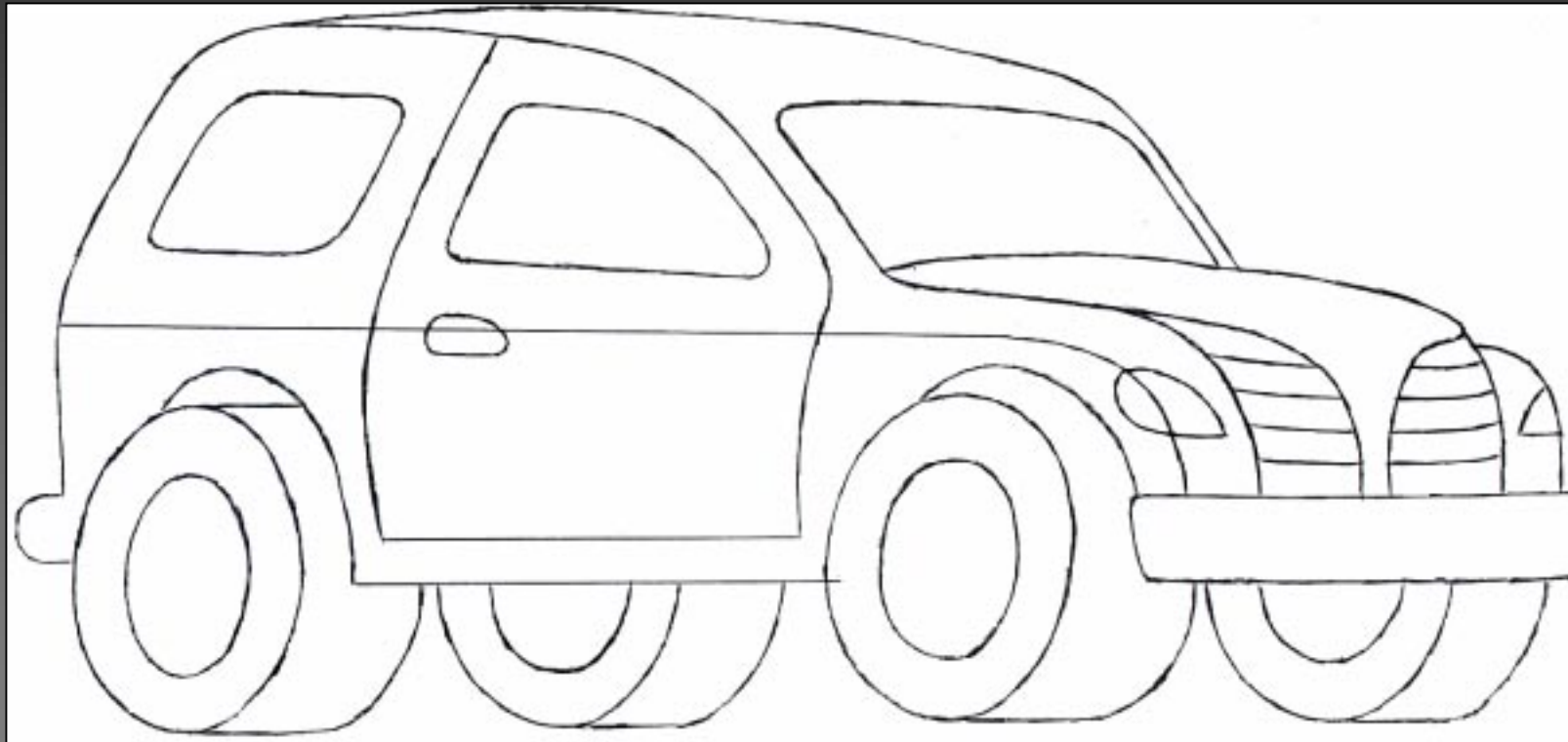
# Team Superbad

Concept Drawings



# Team Superbad

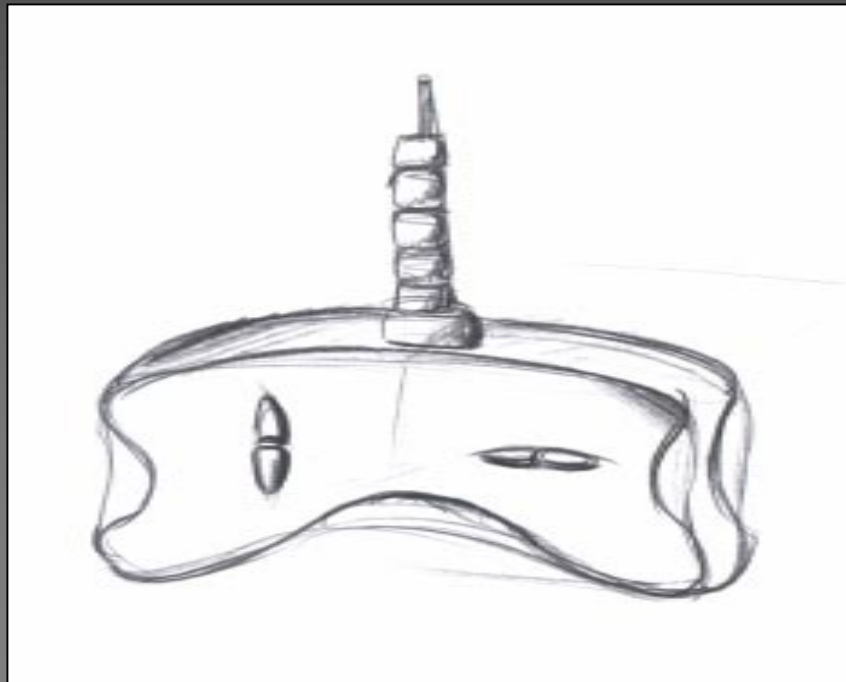
Concept Drawings



# Team Superbad

## Remote Control Unit

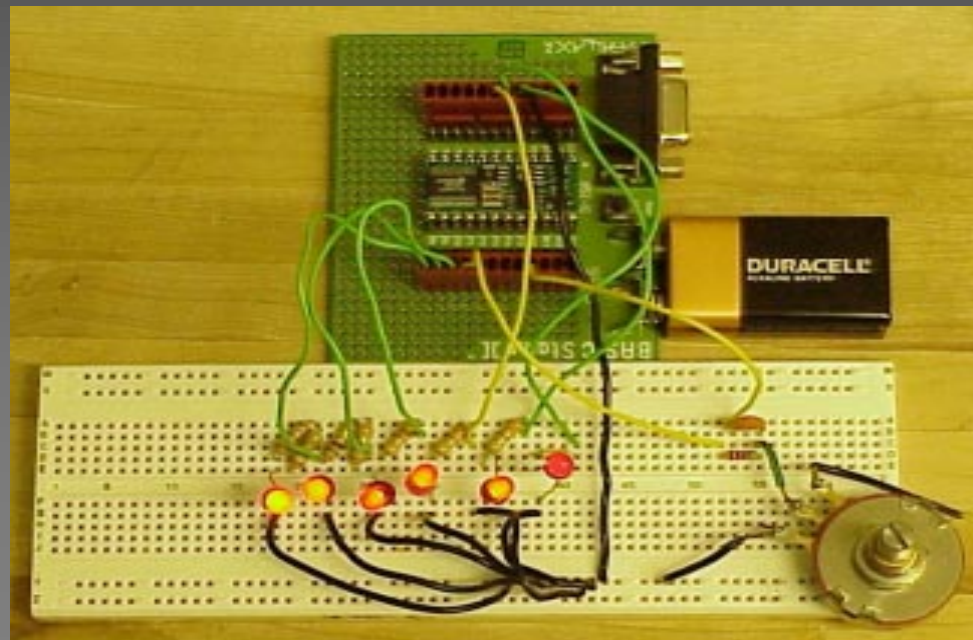
- A new ergonomic and intuitive design has been considered.



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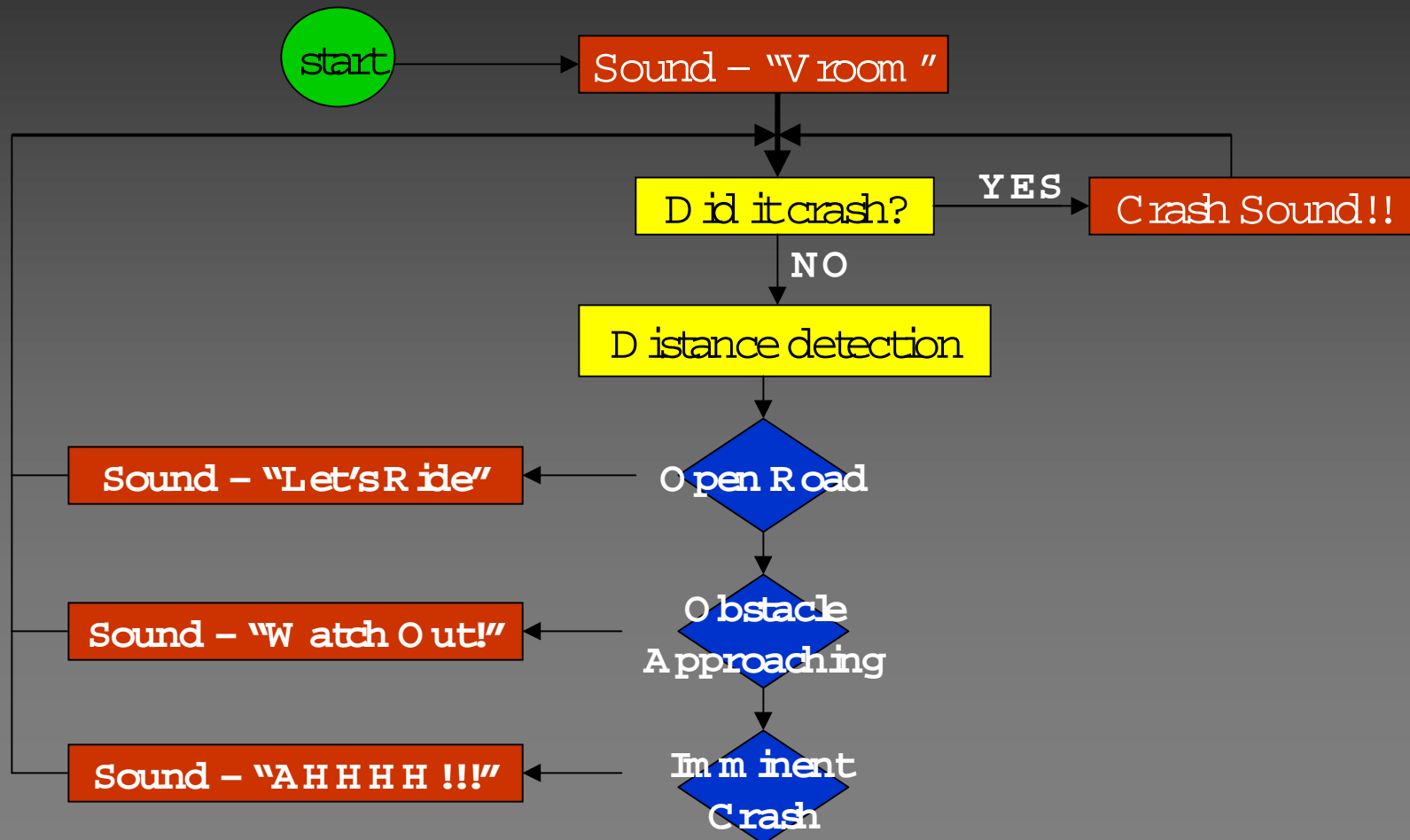
## Remote Control Unit

- A series of LED's to show relative speed has been designed and prototyped



# Team Superbad

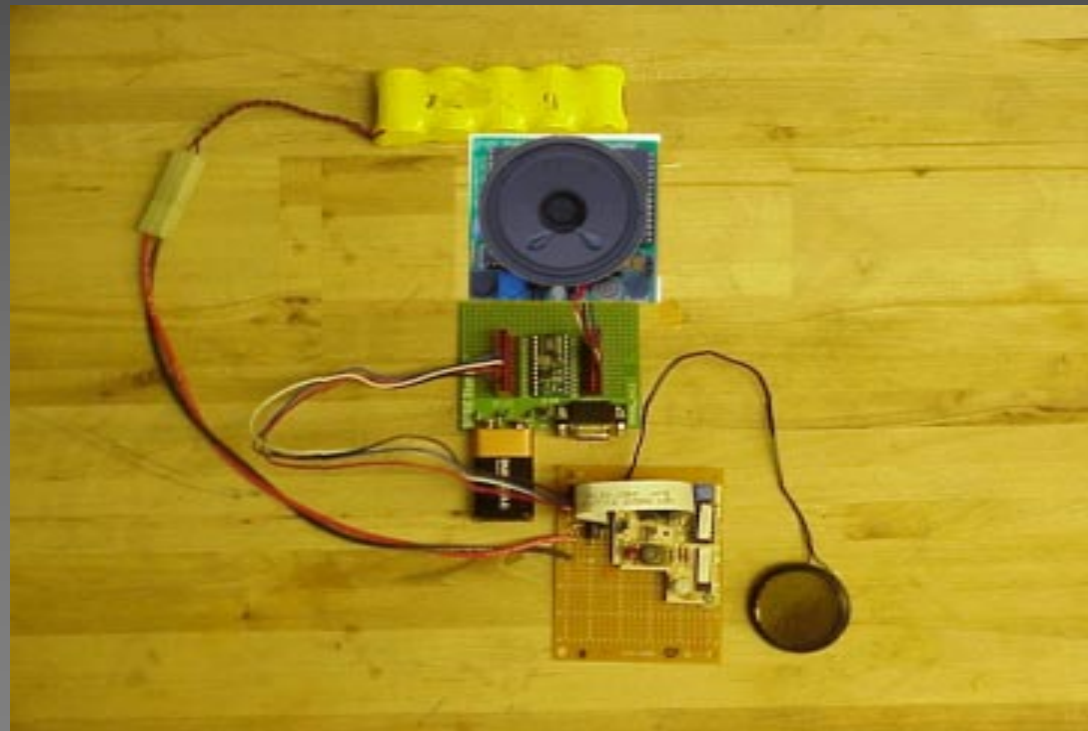
## Basic Logic Design



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## Electrical Components

- Stamp/Sonar/Sound interface



# Team Superbad

## Bumper/Crash Detection

- Version 1.0



# Team Superbad

## Bumper/Crash Detection

- Version 2.0
  - More compact
  - Easier to incorporate crash sensors
  - Easier assembly
  - Fits body style better

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## Future Additions/Possibilities

- Headlights, Tail lights, Turn signals
- Battery Meter (Analogous to Fuel Gauge)
- Interactive game
- Interchangeable decals

# Team Superbad

## Potential Problems

- Short battery life, due to multiple electrical components
- Limited current capacity of Stamp pins
- Processing/Computing power of Stamp II
- Serial nature of the Stamp processor
- Sound overuse

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## What's Next?

- Right now we are on schedule with where we wanted to be in the semester
- In the next five weeks we will focus heavily on studying the feasibility of our product components/costs
- We need to integrate all systems and finish the body for the prototype

*Team Superbad*

Questions?