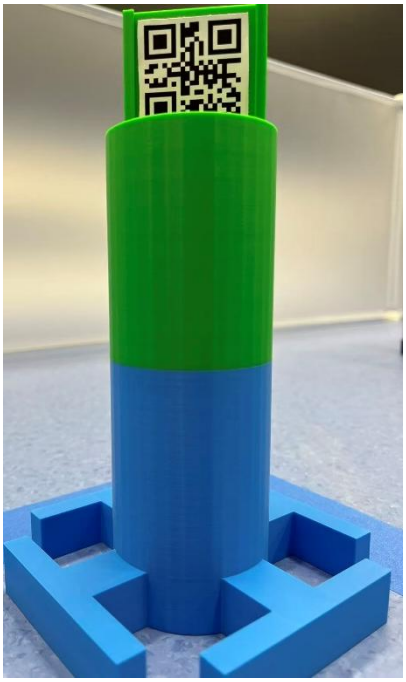
DASE 7053 Robotic Systems Integration

Group Project – QR Code and Game Field

1 Description of QR code

The QR codes used on the game field contain a structured string.

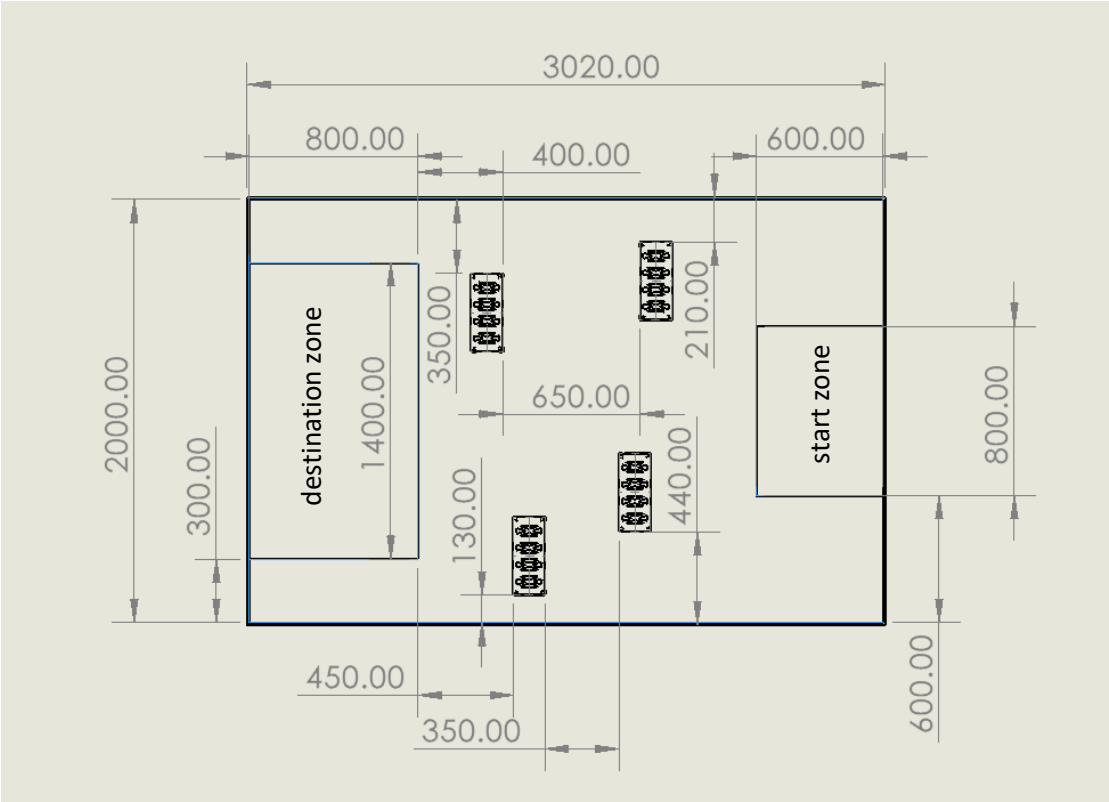
- Start point's QR code should be decoded as "START".



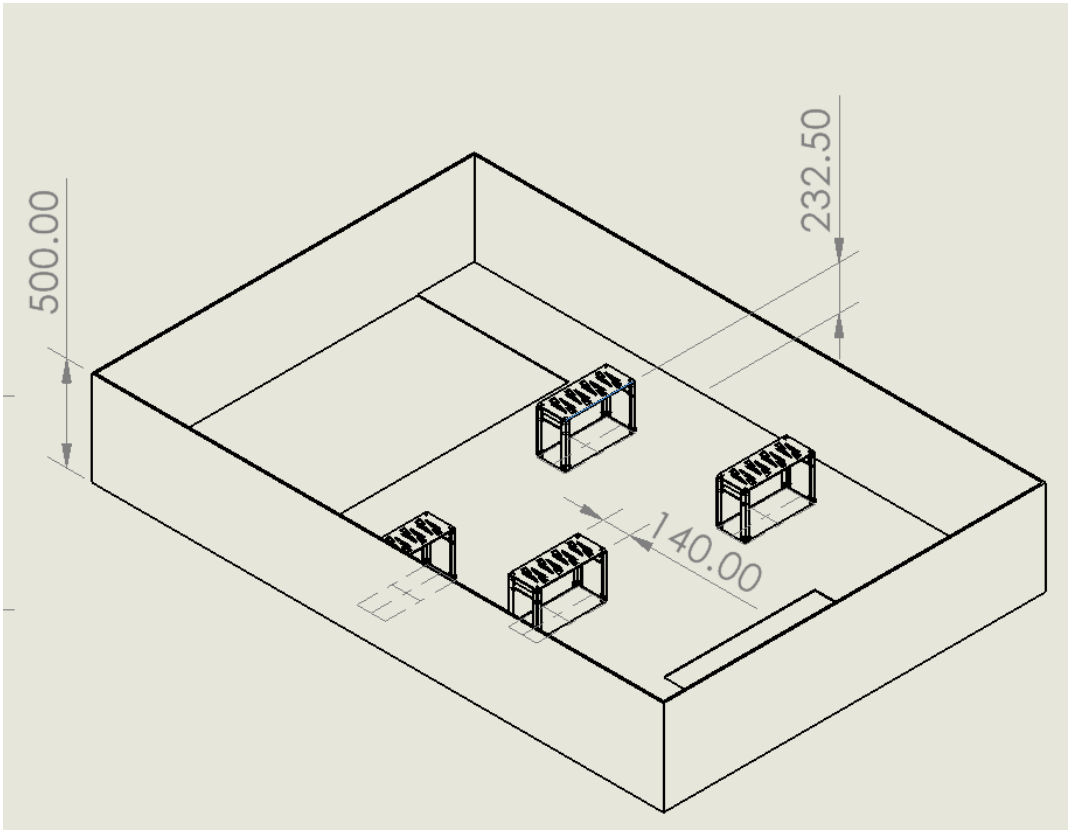
- Rack A's QR code should be decoded as "**RACKA_XXXX**".
- Rack B's QR code should be decoded as "**RACKB_XXXX**".
- Rack C's QR code should be decoded as "**RACKC_XXXX**".
- Rack D's QR code should be decoded as "**RACKD_XXXX**".
  XXXX is a random string which may include numbers and characters (e.g., 4X6M). The XXXX string is unique for each team.
- End point QR code should be decoded as "**END**"

Each team should submit a screen capture of the decoded result of each QR code to demonstrate the QR code scanning function of the robot.

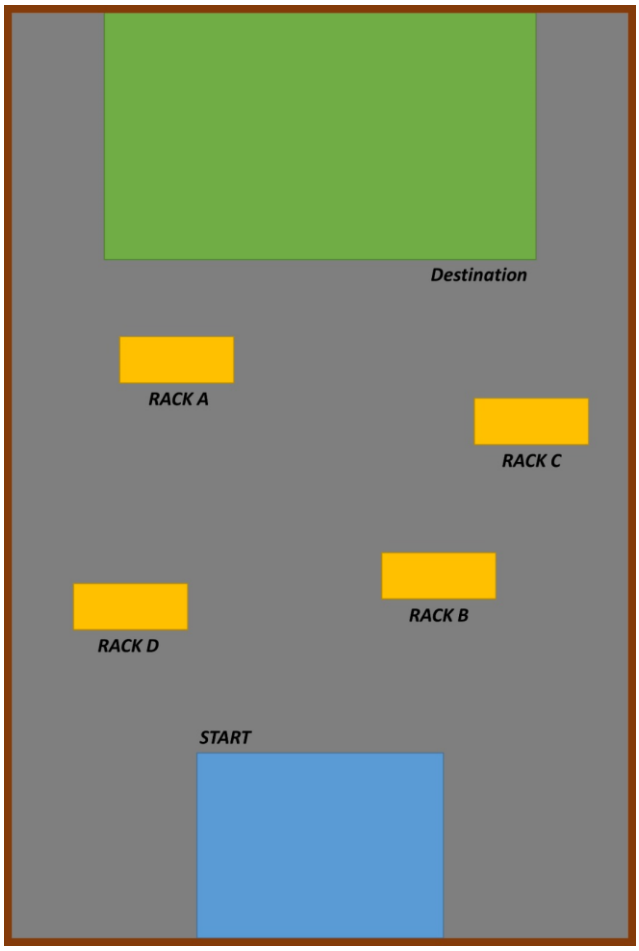
2 Simplified drawing of the Game Field



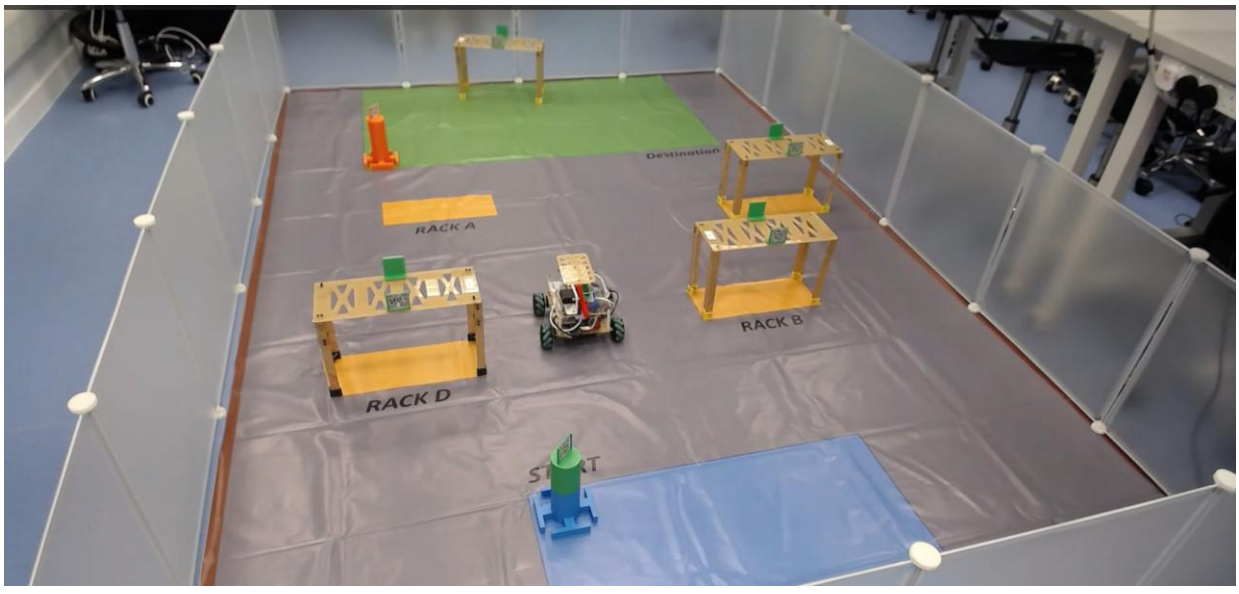
All dimensions are in millimetres (mm).



All dimensions are in millimetres (mm).



Game Field Map



A Physical Game Field Map