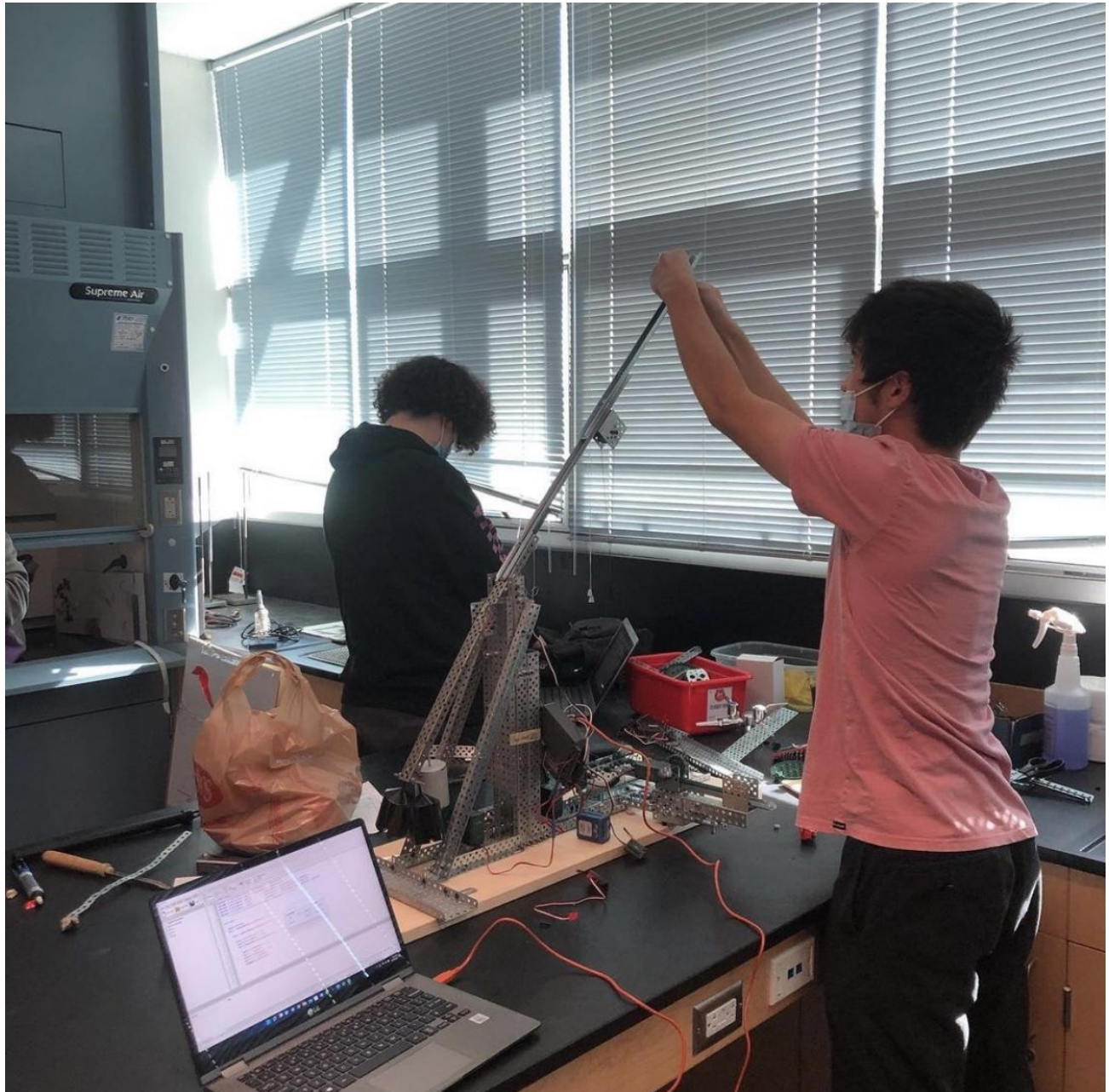


aHalloween Mini Project Individual Submissions

Directions: Complete each of the following sections below. Each Person in the group needs to submit this document.

Device Showcase (10 points- projects)

1. Take a video of your device during the October 29, 2021 Period 2 Halloween Showcase. Submit a link to this video below.
[IMG_2898.MOV](#)
2. Take a picture of your device during the October 29, 2021 Period 2 Halloween Showcase. Insert a picture of this device below. Include a description of all of the components of your device.



What I was unable to model in inventor was the weights, wires, and vex cortex which can be seen in on the catapult. The cortex contains the necessary code to run the catapult and weights provide the force that launches the projectile. The code can be seen on the laptop.

Poster (50 points- projects)

1. Insert a picture of your group's poster below.

Social Distance Trick or Treating


By - William, MJ, Logan and Billy

Objective

Objective: To make a trebuchet that launches candy into a bowl from 6 to 12 feet away. We would use a pulley system powered by two 0.2 horsepower motors to launch the candy.


Rules & Restrictions: Please do not go near the trebuchet while it is launching candy.

Our Device:




Final Product

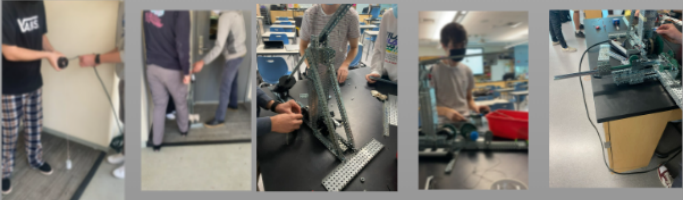
CAD FILE IMAGES



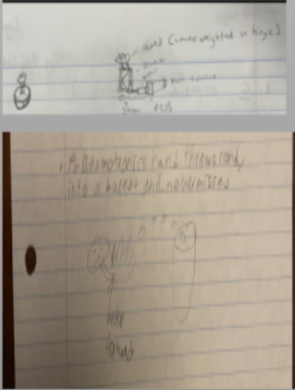
Final launcher:



Assembly Process

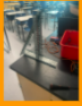


Initial Brainstorming & Thinking




Design Process


Define Problem:




Brainstorm:




Prototype:




Test Solution:




Results:



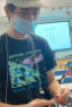
Group Members



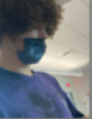
William Jenner-Love
William documented the process of the animatronic with updates of each of the times we build by taking notes, recording videos of testing and took photos of all of the work we have done.



MJ Anselmo
MJ is one of the head builders who did so much to help build the animatronic. Also, provided the outside materials we needed such as the fishing line that is the pulley, the hand that throws the candy, the speed cream to make the gears run even faster and more.

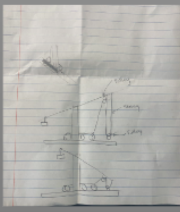


Logan Walther
Logan did one of the difficult part of the project by 3D modeling all of the images for every step in the project. As well as simulated our final project, he did all of this in Inventor. Also, by using his rat hands he helped add, tighten and more for all parts of the trebuchet.



Billy Bamdollar
Billy has experience with vex components so towards the end of our project we realized we need vex components. Specifically, a switch so that when the trebuchet go back far enough it touches a switch and activates the bumper that presses the gearbox. Activating the pulley system to the launch the candy. Also, he helped during the building process by tightening the wire and/or string during the testing phases.

Future Modifications



Used all vex components from the beginning so that we would not have to rush everything at the last minute.

2. Insert a link to your poster presentation below.

https://docs.google.com/presentation/d/18YyExHj7A80XgXmZOY0t7fycgkwkzU3jnGuBkvW9L_g/edit?usp=sharing

CAD File (10 points- projects)

1. Insert a picture of your group's CAD file below.

a lot of time and effort because he had knowledge in that area. Willy was also a key player in our group because he had some of the best ideas that were very intuitive and simple and that made you wonder, “why didn’t we think of that?”. This included the original idea of the trebuchet and using weights instead of elastic to launch a projectile. Finally William documented every detail of our project daily and this allowed us to focus on building the contraption. Not only this but he took pictures of everything and imported them to the slides. William also was the person who made our poster. While I am proud of our final product, What I am most proud of is how our group was able to cohesively work together and focus on each other’s strengths. This taught me a lot about working within a team and engineering a real machine whilst also documenting and marketing it.