Bryan Olivares

2/14/2022

Professor Isukapalli

<div align="center">Project Proposal</div>

Team Members: Bryan Olivares

Project Name: Robotic Goalie

Overview: By using low level coding with skills to wire the hardware components, I will be creating a mini game for soccer fans to enjoy called Robotic Goalie. The robot goalie would be an AI shifting the position of the blockers, so that the user cannot score. The user would use the nunchuck to control where he wants to shoot the ball.
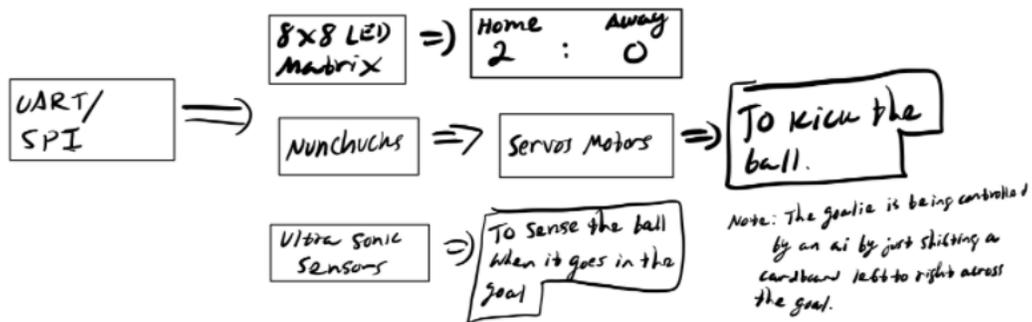
Peripherals: Nunchuck, 8x8 LED Matrix display

Serial Interface protocols: UART and SPI

Software Architecture: Will be using register level coding. As be using interrupts for the motors and LED matrix.

Block Diagram:

Block Diagram

Responsibility: Creating the whole program and configuring the wiring for the hardware.

Website Link: **https://roboticgoalie.weebly.com**