

### TableTanks: Interactive battlefield Kevin Lau, Charles Chong, Ray Cao, Jennifer Lee

### **Motivation**

**Project Concept:** An interactive touch-screen table with QR code reading

capabilities that can

interact with objects on



## **Development Environment**

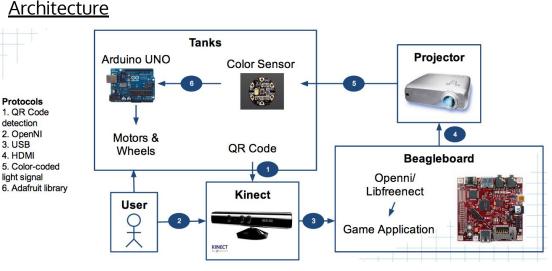
#### Hardware:

table

- BeagleBoard-xM Processes information from Kinect and QR • code detection
- Arduino Uno Mounted on objects on table ٠
- Projector Used to project image onto glass table •
- Kinect Used to detect objects on the table •
- Color Sensor Used to detect location of moving vehicle
- Motors and Wheels For moving objects on table .

#### Software:

- Ubuntu 13.10 •
- **OpenKinect** (Libfreenect)
- ROS
- Arduino
- Processing



# Results

Protocols

detection 2. OpenNI

3. USB

4. HDMI

light signal

5. Color-coded

1. QR Code

- System is able to successfully locate QR Code in 81.25% (13/16) of tests. System failure to locate the QR Code has been attributed to glare from the glass table.
- Light Sensor is able to detect change in light color with less than 1 second of • delay.
- System is able to locate a QR Code with less than 1 second of delay.