Pong

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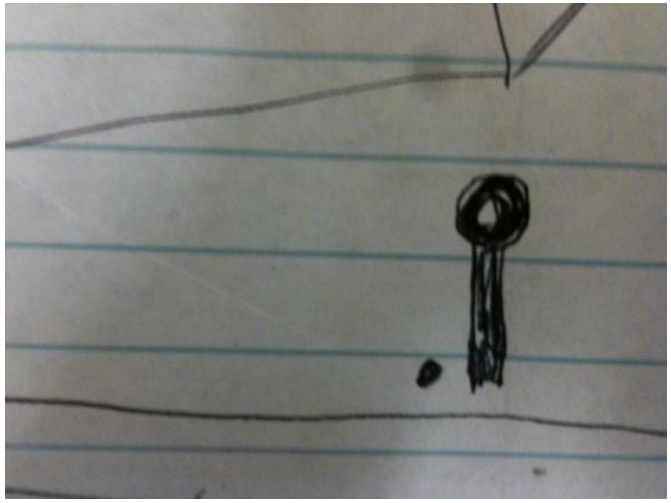
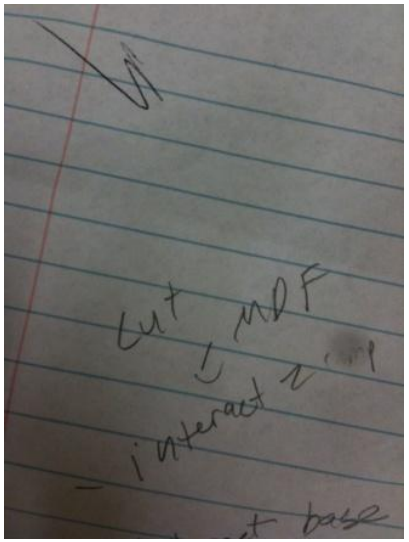
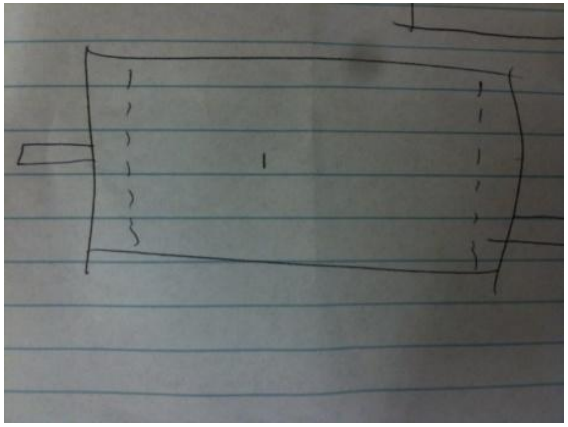
MEAM 101

- March 26
  - The team was formalized
- March 26 – April 1
  - We brainstormed a number of ideas before settling down on one. In the end, we decided that we were going to a build a mechanical version of the classical computer game Pong.
  - However for this game to work, we needed some kind of mechanism that would hit the ball back and forth. This paddle could have been powered by a button or by a handle. After we decided that it was going to be powered by a handle, the next problem was how the paddle would move left and right, and still be able to swing. The solution to this problem came with the use of the notched rod. We decided that the paddle would be connected to the rod in such a manner that when a coaxial handle turned (and therefore the notch), the paddle would also swing. However, there would also be a middle piece which would be connected to the paddle and hand piece to allow left and right movement.

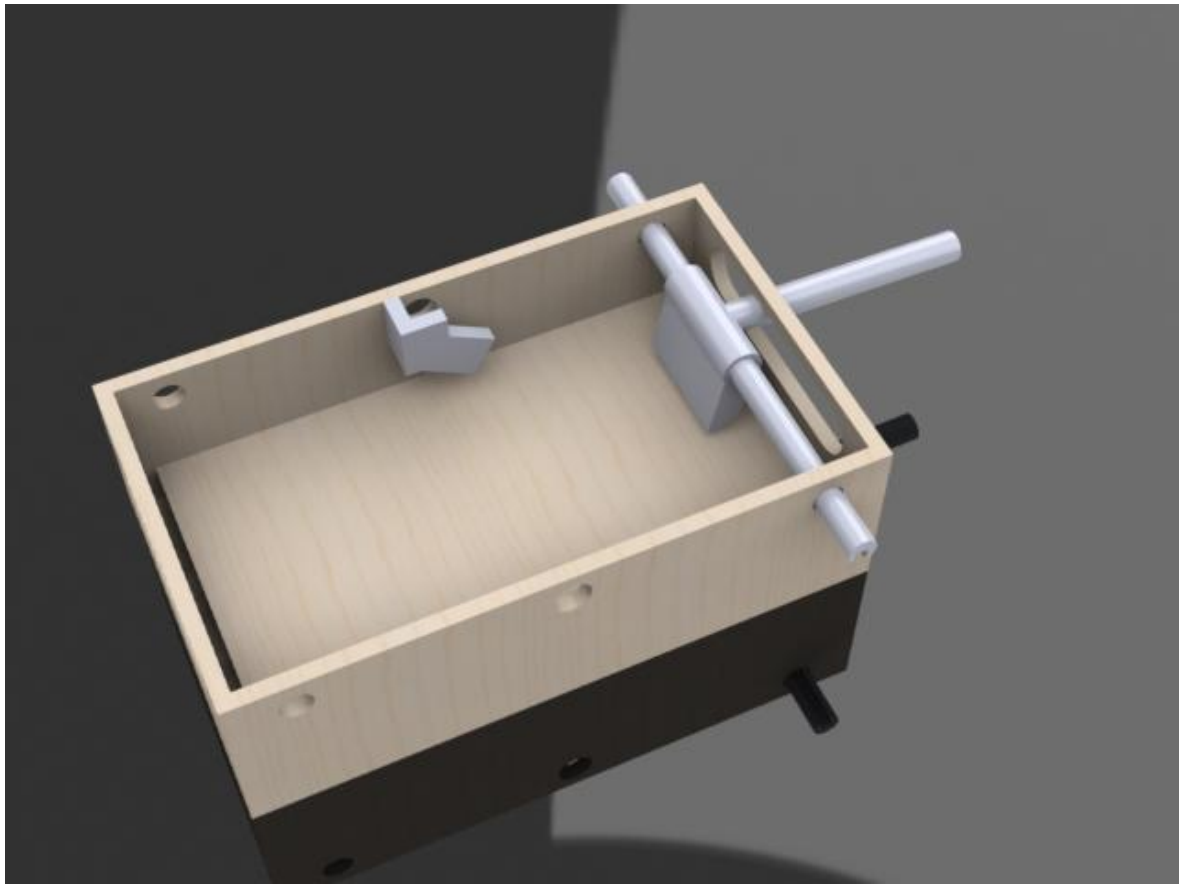
- Initial sketches were drawn



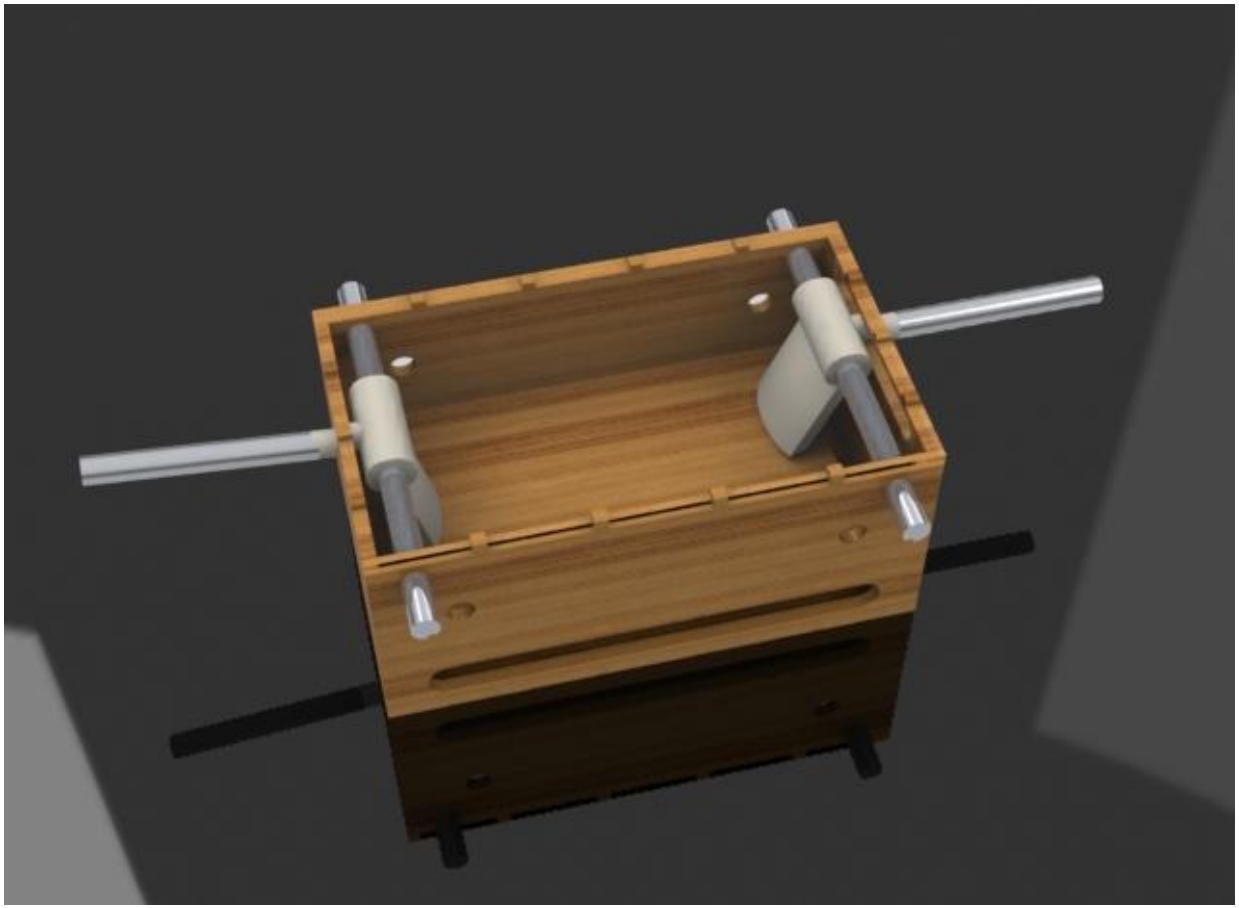




– Modeled the first design on solid works



- April 1 – 8
  - We met up with TA's and contacted Yash Saini (MEAM 150 partner)
  - Talked about feasibility of the project and designed a more finalized model



- April 15 – 22
  - Sent out orders for the parts needed from McMaster
  - Sent out emails for 3-D printed parts
  - Met up with Yash
  - Made sure everything was going according to plan.

- April 22- 25
  - Laser cut all the materials
  - Gathered all the pieces and assembled them.

- After a rough assembly, we realized that some parts needed to be sanded in order to fit or run more smoothly.
- After sanding, the game went through testing to ensure everything was running properly.
- We did a sick paint job to put the finishing touch.

TA DAA!!

The completed project