

Bumper Car

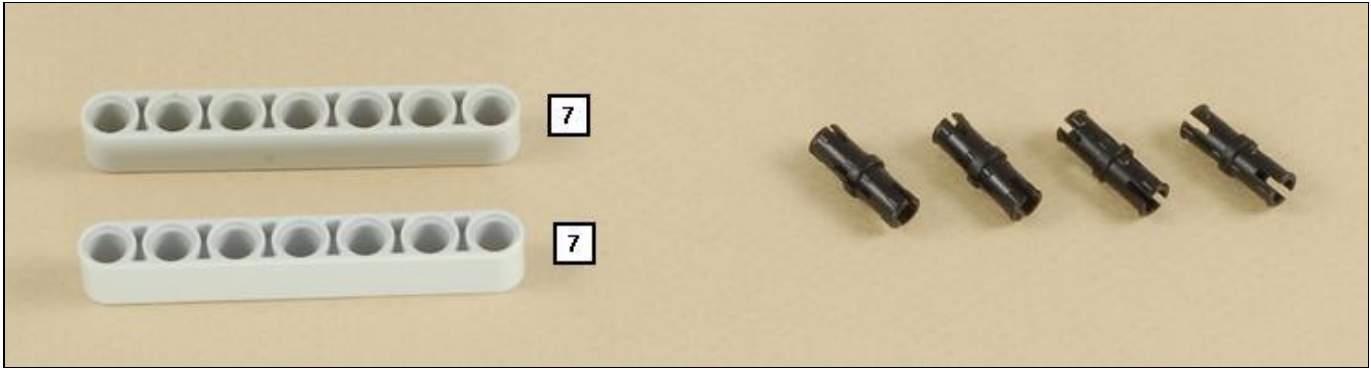
[Building:](#) [Program:](#) Designed for **NXT 2.0** (8547)[Building Instructions](#)

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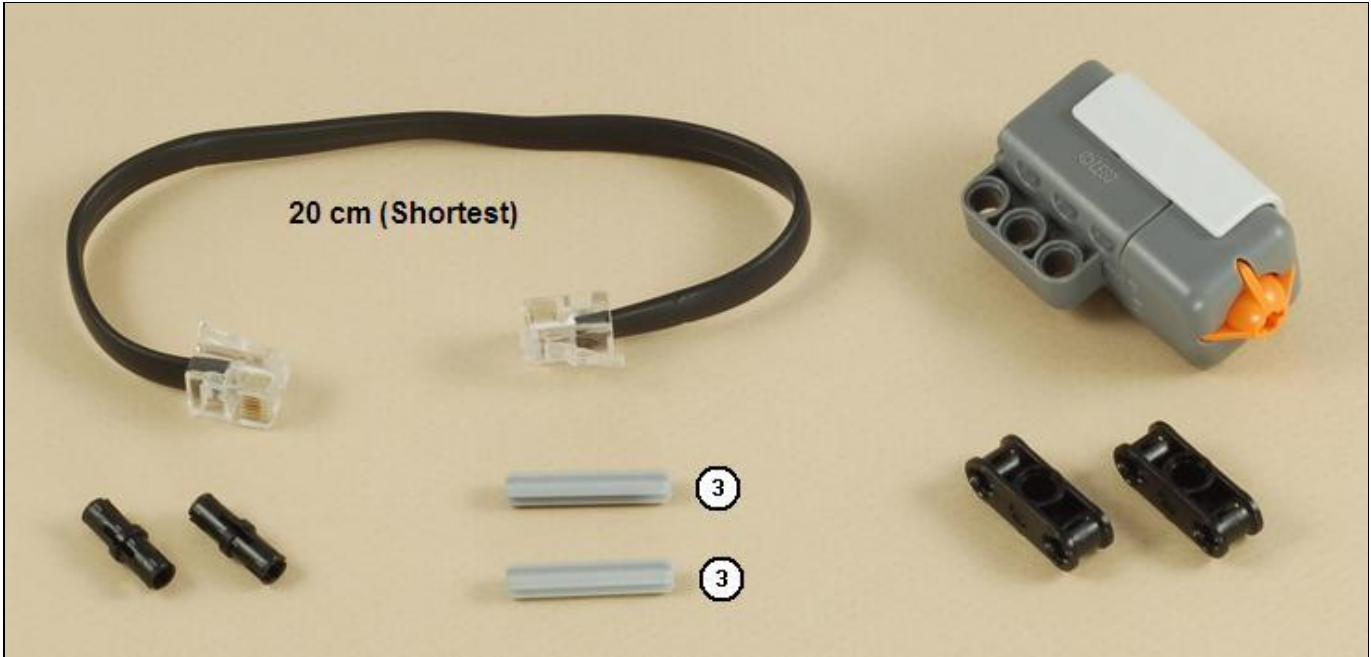
Start by building the [Castor Bot](#). Click the picture for building instructions.

[Building Instructions](#)

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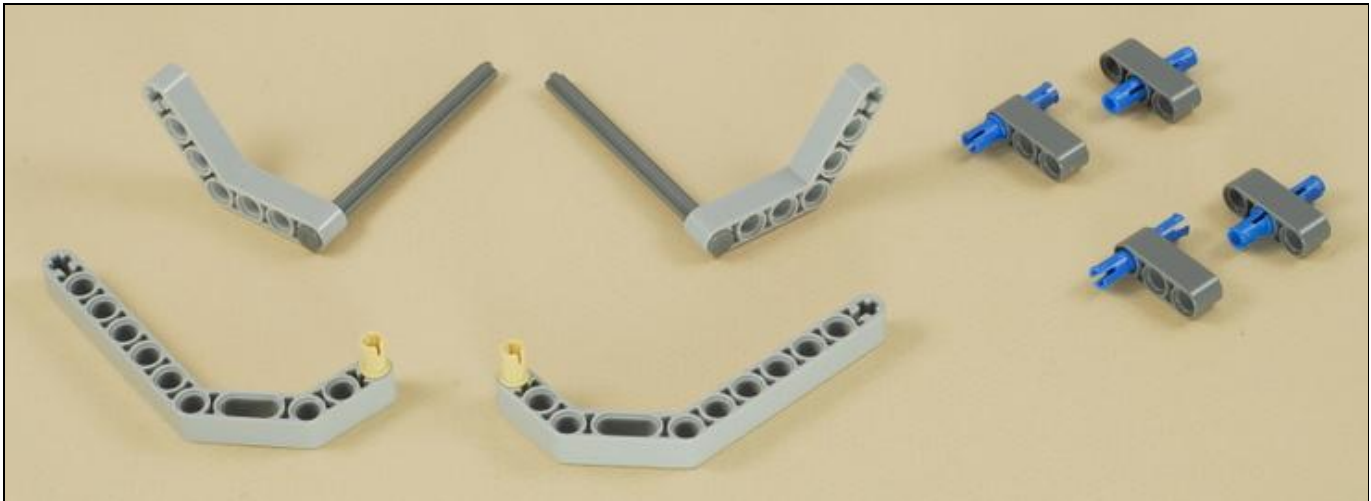
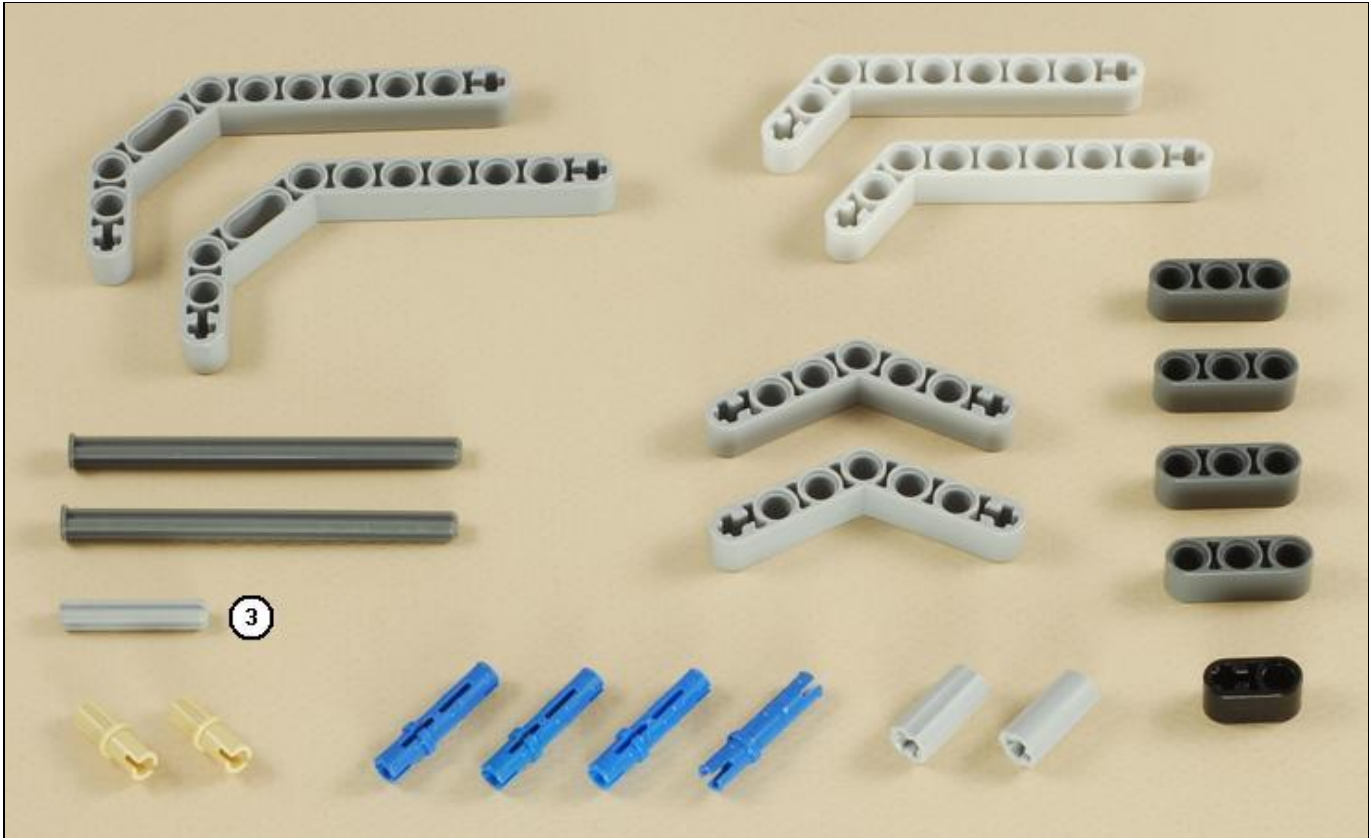


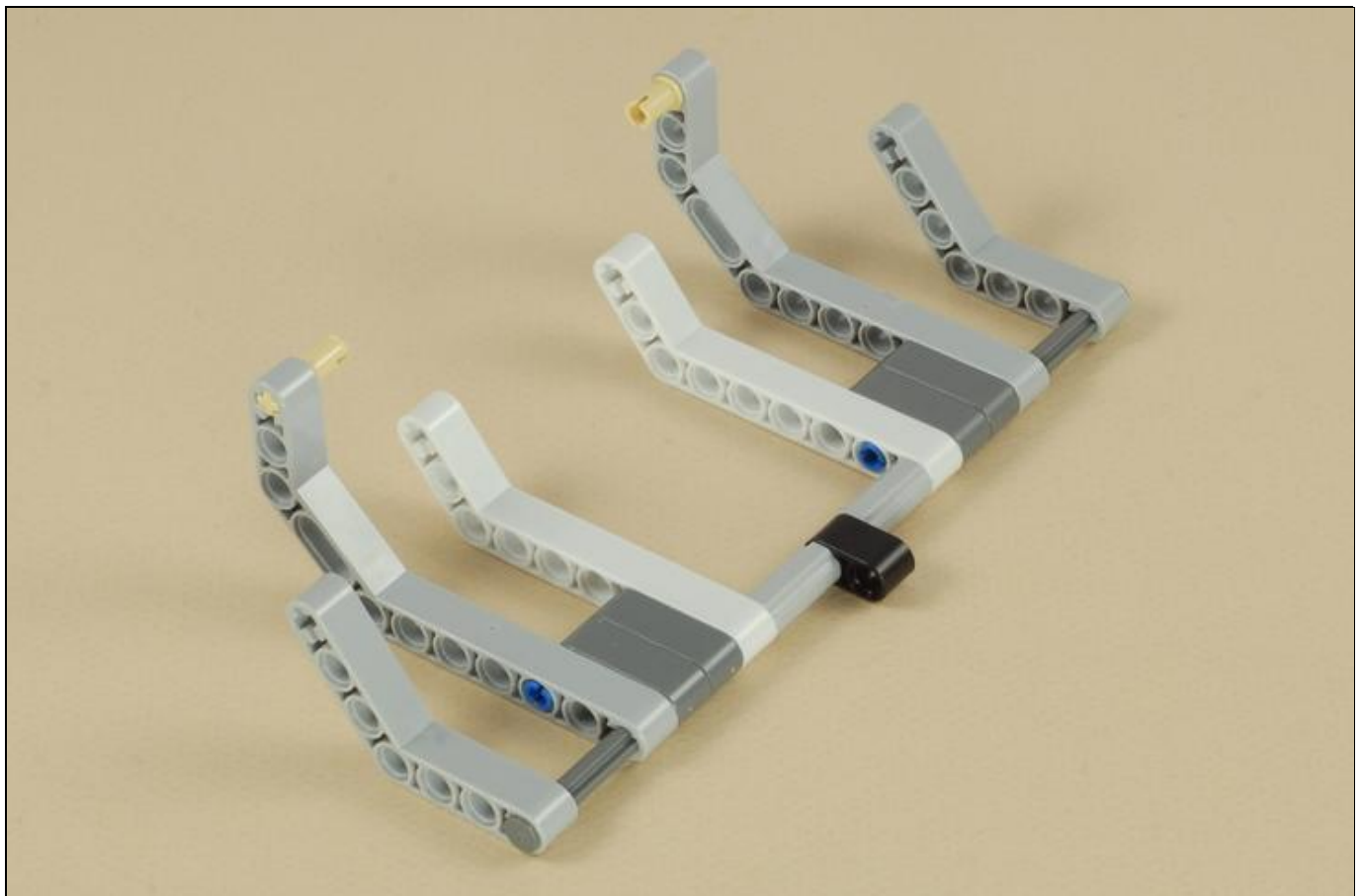
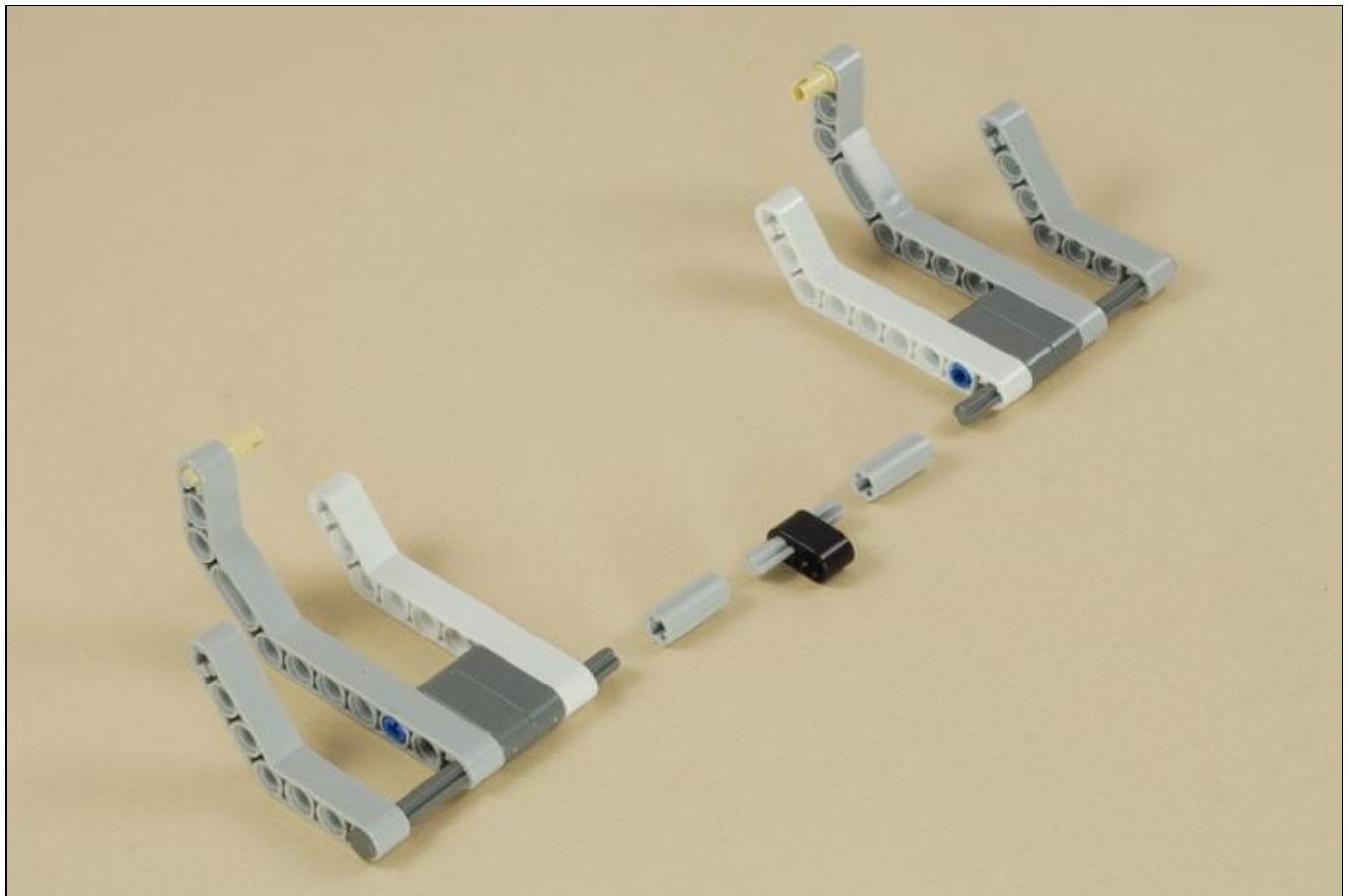


Connect the touch sensor wire to port **1** on the NXT.



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Important: Make sure that the wires stay out of the way of the bumper.



Bumper Car Programming

Use the program [BumperCar](#) for your bumper car. This simple program tells the robot to go straight until the bumper hits something, then back up a little, turn right, then go back to going straight again (repeating forever). This program would be easy to modify with your own ideas of what to do when the robot hits something.

Challenges

- The bumper is designed to trigger the touch sensor when any part of the robot would hit something going forward, but there are certain kinds of obstacles that it might not work on, or perhaps the bumper will get hung up and maybe stuck when the robot tries to back up and turn. Can you improve the design of the bumper to solve any problems you encounter?
- Try modifying the [BumperCar](#) program to add your own ideas of what to do when the robot hits something (turn more or less, turn different ways, make sounds, etc).