



BAGS: Bags Automated Game System

Team 23

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Introduction

America's favorite pastime: Cornhole/Bags

How do we stop losing track of score?

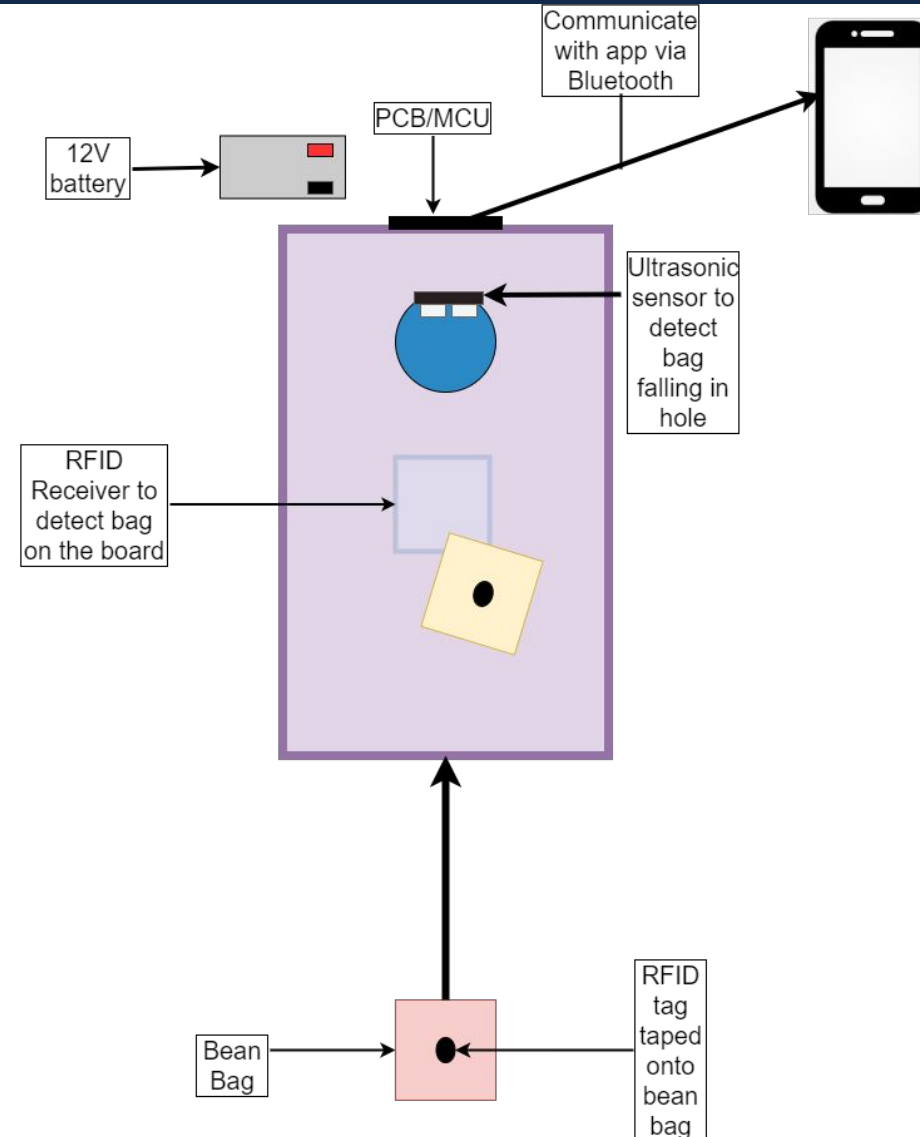


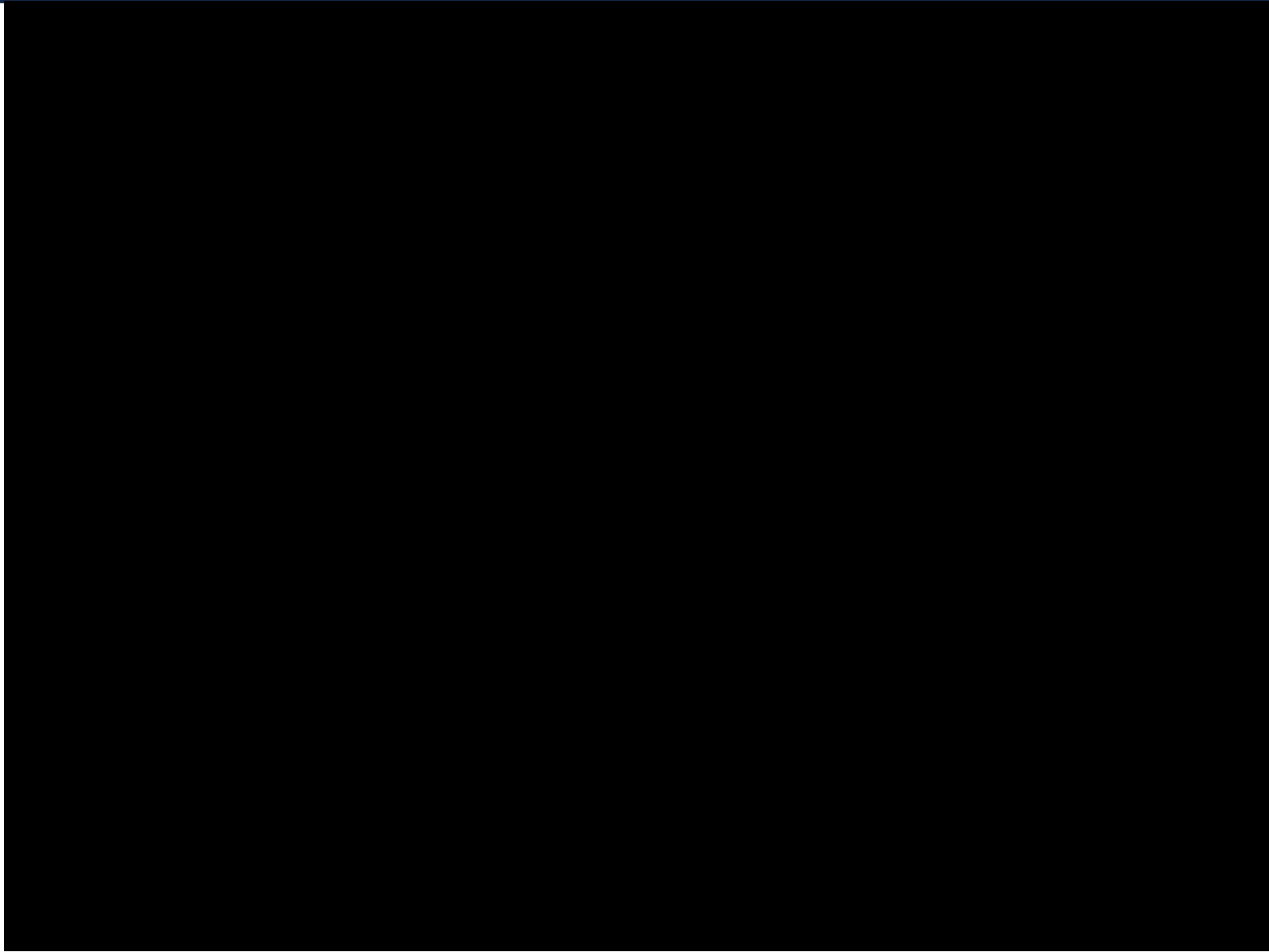
- 2 opposing teams of 2 with different colored bags
- Players take turns throwing each bag
- Bag on board, +1
- Bag in hole, +3 points



1. Keep track of the bag's location with regards to the board and hole
2. Keeping track of score and time played with the game
3. Ability to distinguish between the two different teams playing

Design Process: Initial Steps

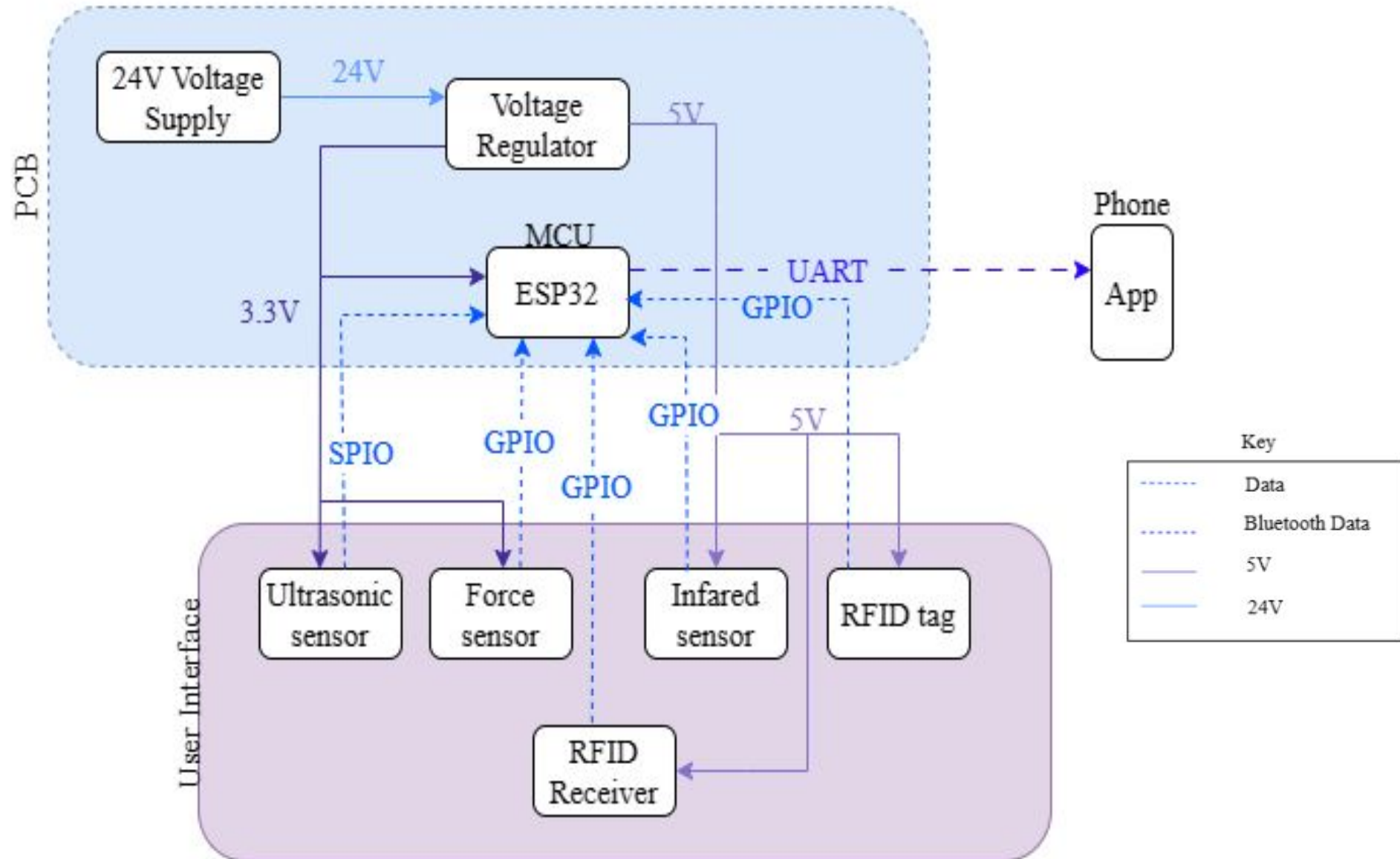




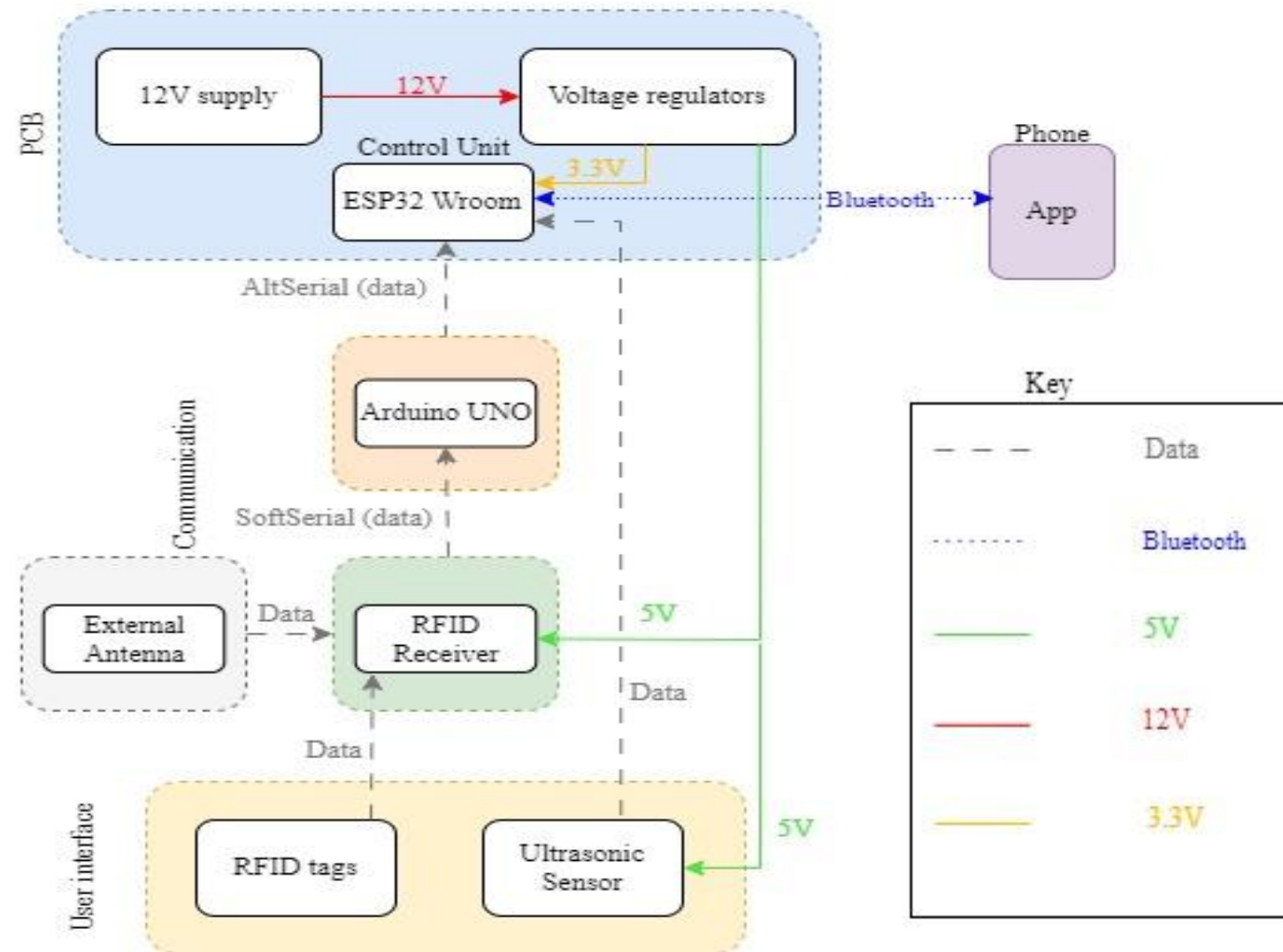


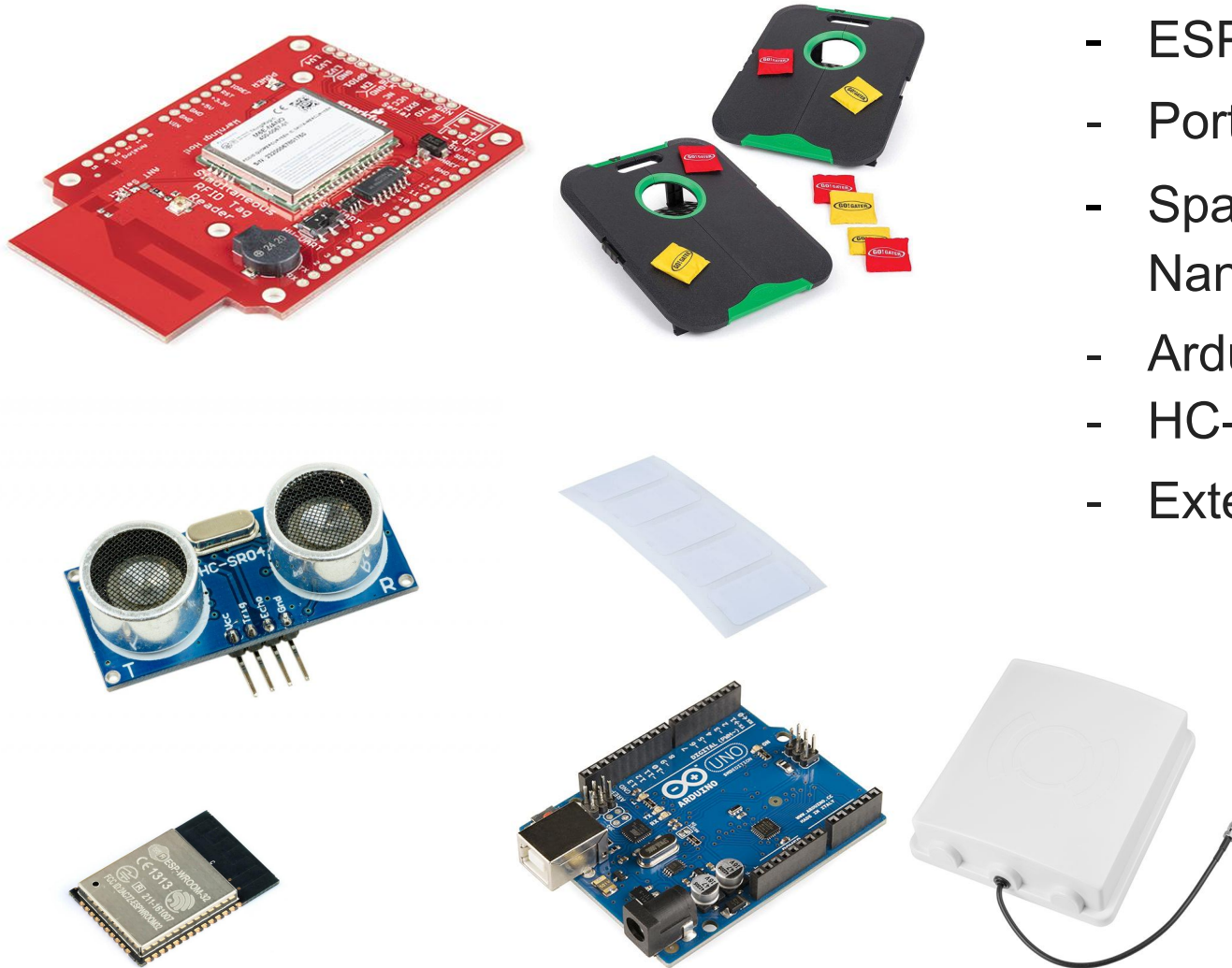
Design Process

Original Design: Block Diagram



New Block Diagram





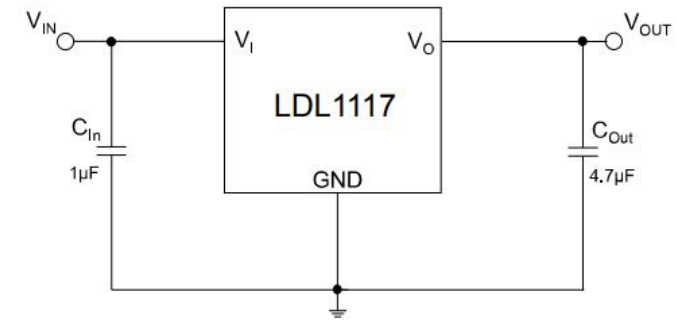
- ESP32 Wroom (microcontroller)
- Portable plastic cornhole board
- SparkFun Simultaneous RFID Reader - M6E Nano
- Arduino UNO*
- HC-SR04 (ultrasonic sensor)*
- External antenna*

Design:

- 12V: main supply
- 3.3V: ESP32
- 5V: RFID, Arduino, and ultrasonic sensor

Issues:

- 3.3V regulator circuit damaged ESP32 on PCB and dev board
 - had to use dev kit on breadboard as MCU
- needed wall adaptor for RFID and Arduino for demo



	ESP32 WiFi-BT-BLE MCU Module	Simultaneous RFID Reader	Arduino UNO	HC-SR04 Ultrasonic Sensor
Current Draw	Min: 500mA Max: 630mA	170mA	50mA	15mA
Voltage Draw	3.3V	5V	5V	5V

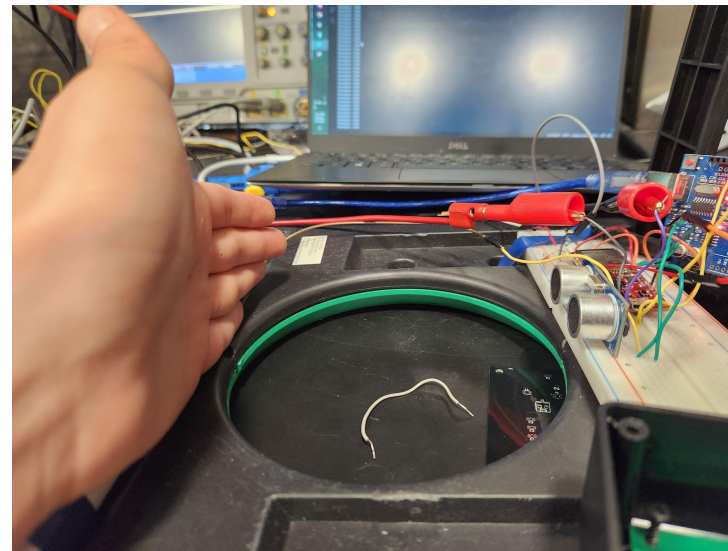
IR receiver and emitter:

- initial design to detect bags in the hole
- interference from RFID tags
- bags always registered as in the hole
- tried PIR sensor

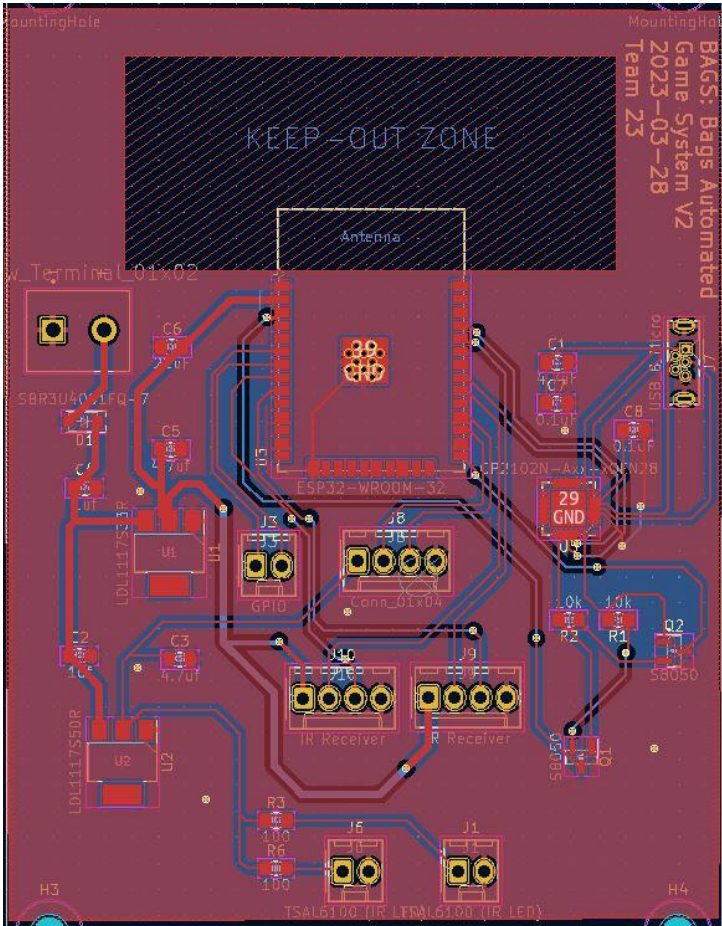


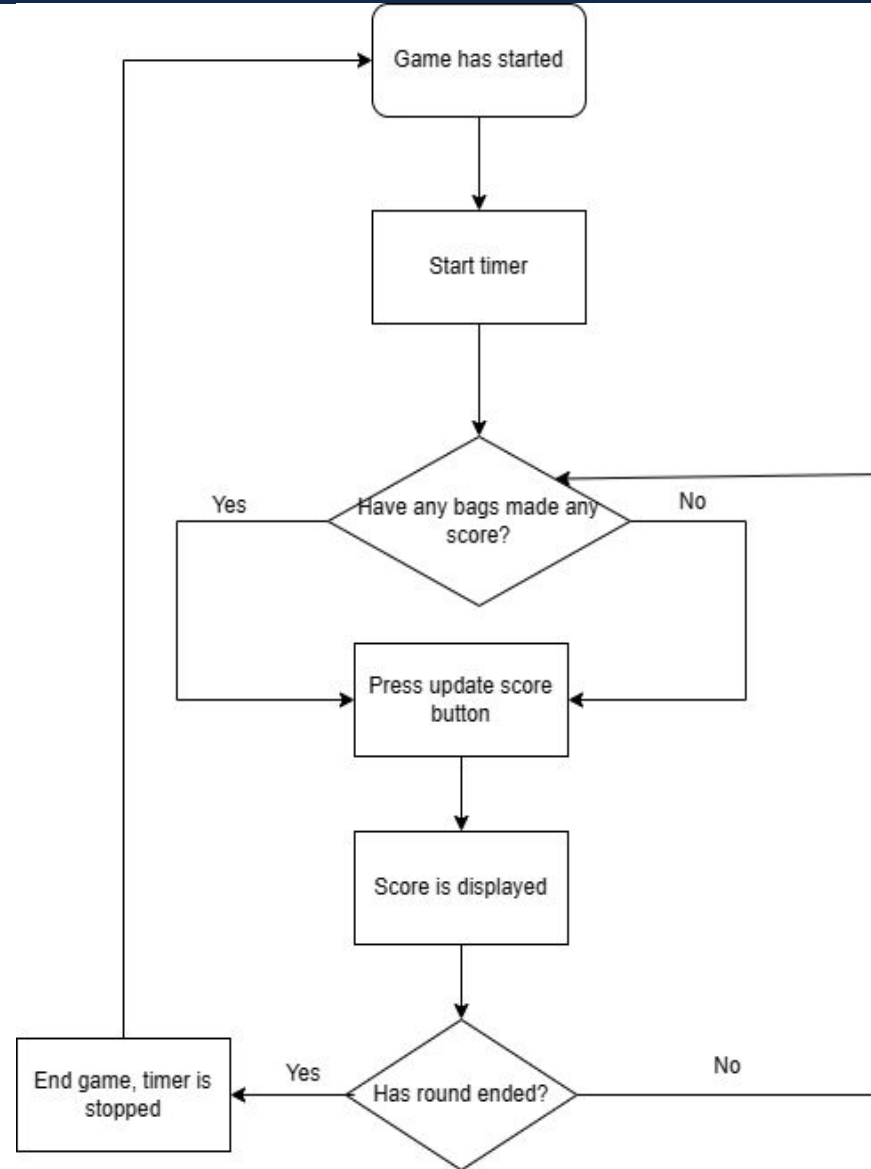
Ultrasonic Sensor:

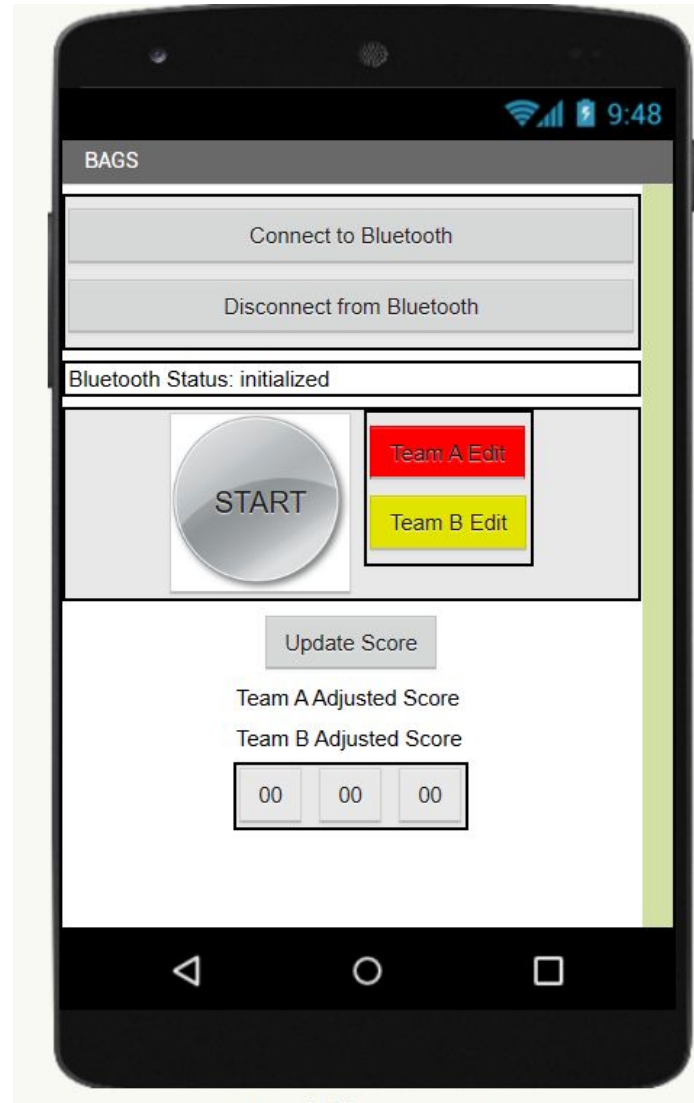
- replaced IR receiver and emitter
- tuned in software to only detect items within diameter of hole

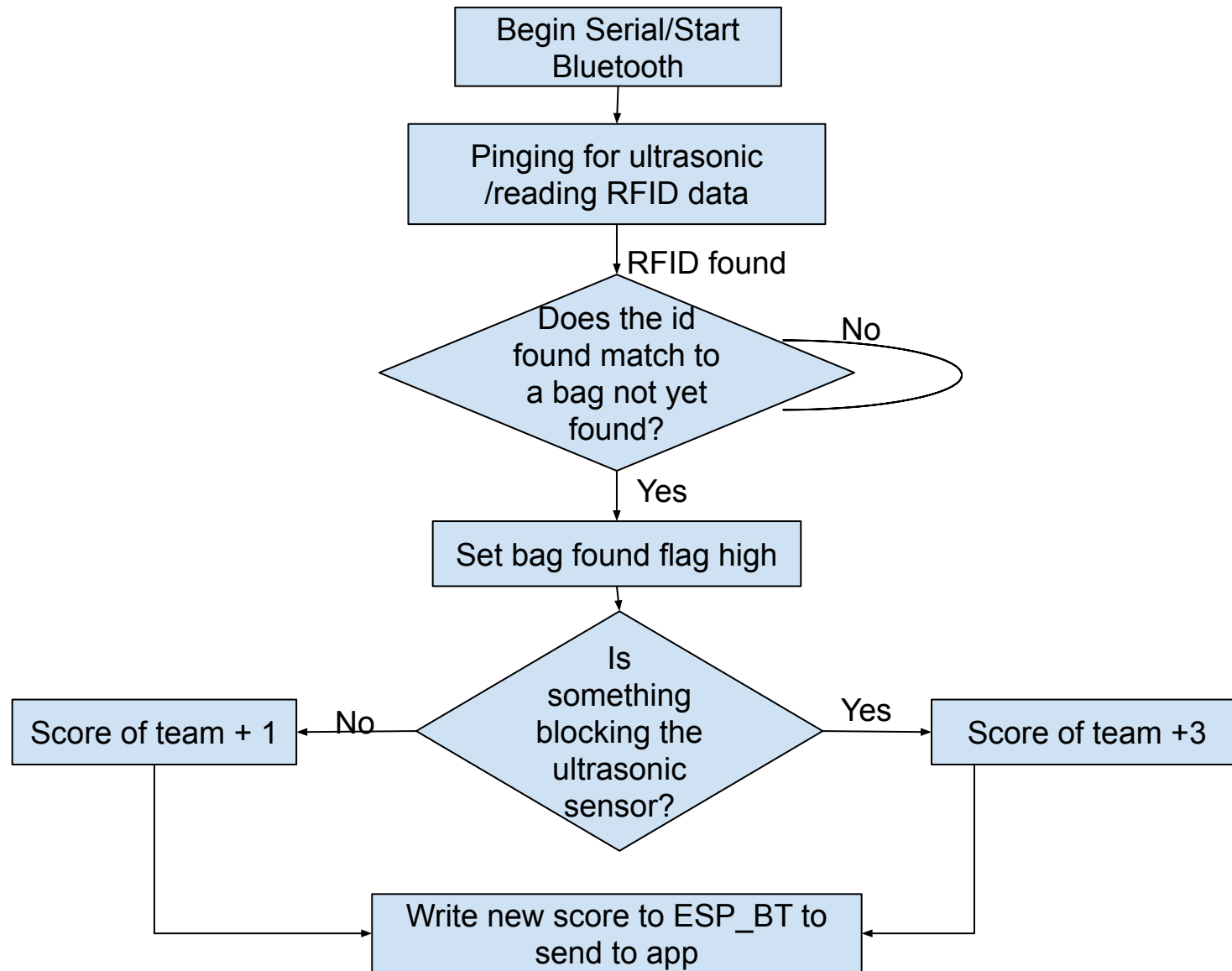


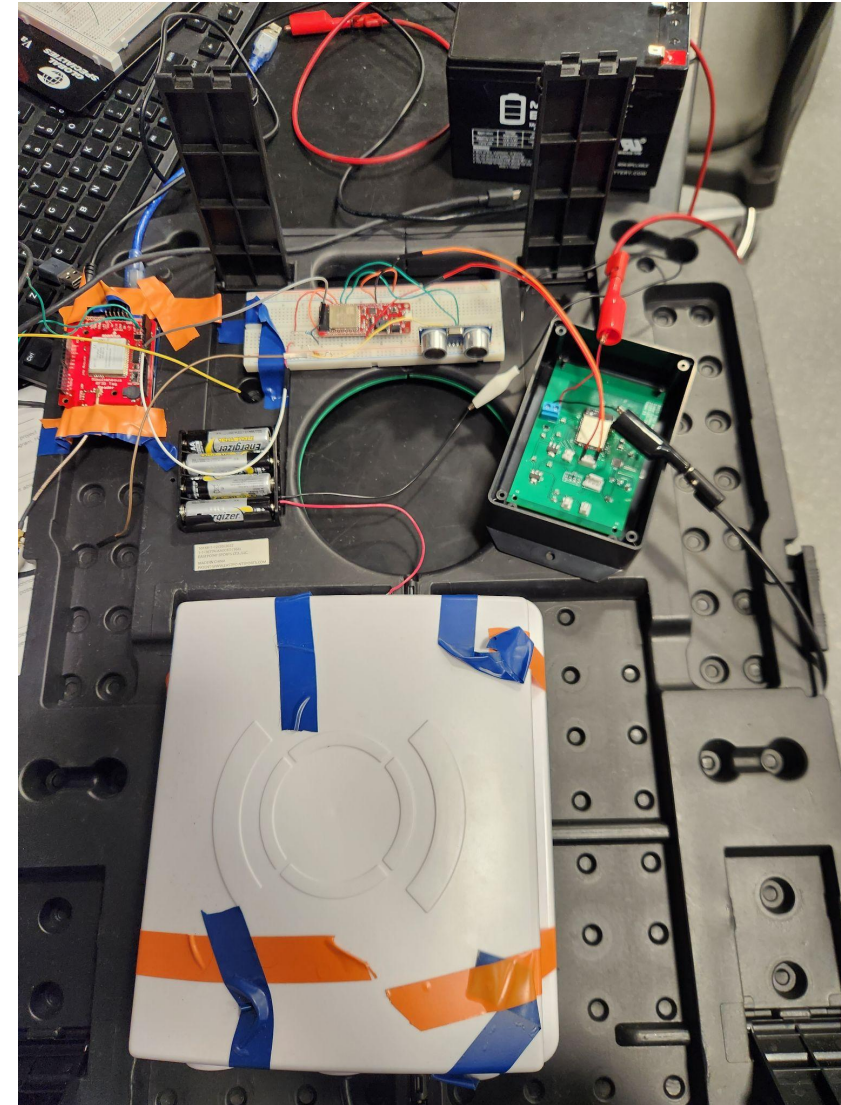
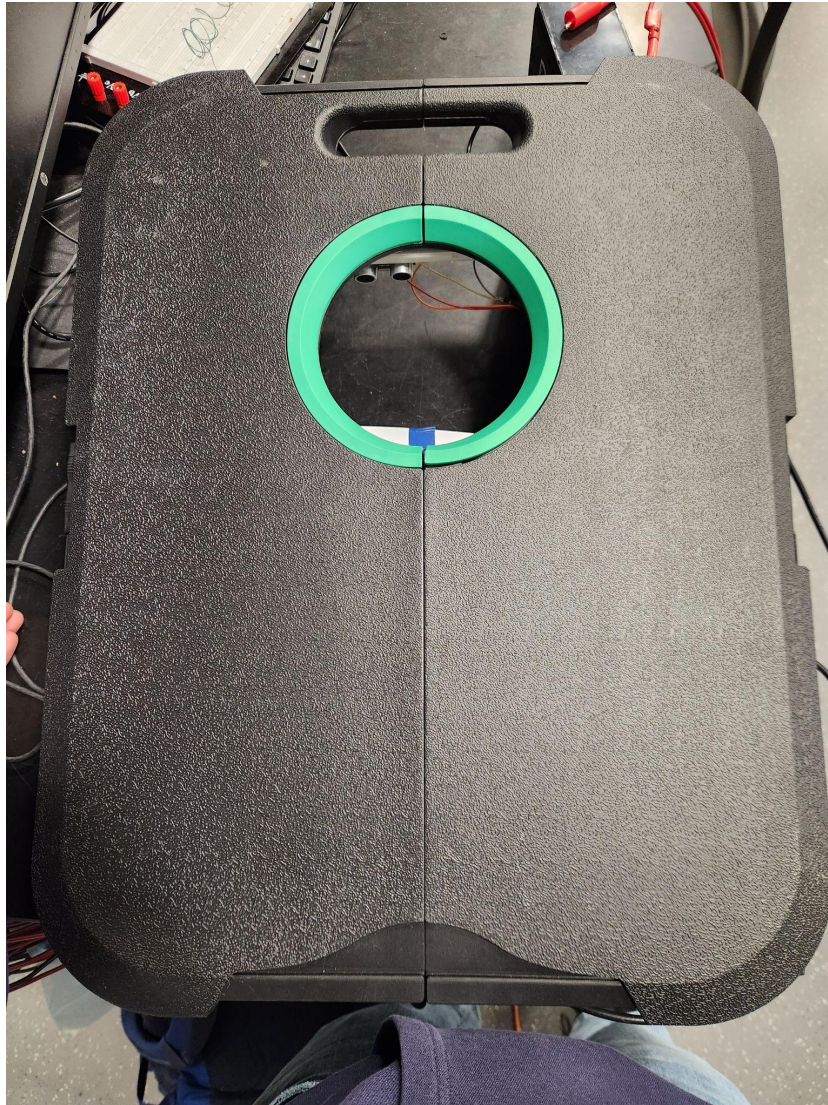
```
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm  
Distance: 13cm
```













Results

Sparkfun M6ENano Serial Monitor Results

```
rsssi[-47] freq[921400] time[10] epc[22 2F ]
rsssi[-46] freq[923400] time[43] epc[22 2F ]
Scanning
Scanning
rsssi[-45] freq[924200] time[502] epc[11 1F ]
rsssi[-45] freq[918000] time[536] epc[11 1F ]
rsssi[-42] freq[927200] time[570] epc[11 1F ]
rsssi[-45] freq[920000] time[602] epc[11 1F ]
```

RSSI Bag Frequency Timestamp EPC name

ESP32 Serial Monitor Results

EPC name

```
22 2F
bag 5 front found
0
1
1
```

Score

```
11 1F
bag 1 front found
1
1
11
```

- Data received by app within 30 seconds
- RFID reader able to detect 8 tags simultaneously
- Ultrasonic sensor detects items within 6 inches (size of hole)
- 3.3V voltage regulator steps down 12V supply to 3.135V
- 5V voltage regulator steps down 12V supply to 4.8V

ESP32 Serial Monitor Noise

```
rsi[-59] epc[11 1?□?5  
0  
11 1?  
0  
1  
1
```

#1 Issue: Electromagnetic Noise

- IR emitter electromagnetic interference at 38 kHz
- ESP32 picking up EM noise from antenna
- EMI noise issues during demonstration
- Bluetooth delay

#2 Issue: PCB Issues

- Unable to program ESP32 on PCB board
- 3.3 V voltage regulator current fluctuations

High Level Requirements	Was it Met?
Successfully keeping track of bag locations with regards to the board and hole	Yes - able to detect if a bag was on the board or in the hole - Ultrasonic sensor issues during demo
App able to keep track of score and time played with the game	Yes - point system and timer on app - Demo sensor issues
System is able to distinguish between two different teams playing	Yes - two different scores were managed for game duration

- Demoing outside/less noisy place
- Ultrasonic sensor over IR sensor
- PCB voltage regulator fixes
- Hardware display on board over app
- Better equipment to read bags when completely missed on board



- Score read continuously real time
- Larger scale board
- Entertainment factor
- LEDs on board
- Scoreboard on physical board



- Minimal ethics concerns
 - Exposed wires for outside play
 - Personal injuries





Thank you!



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