

6.111 Introductory Digital Systems Laboratory

Final Project Abstract: AirPong

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19 October 2018

What if you can become one with the paddle? Introducing *AirPong*, where players are the paddle and a drone is the puck.

We propose moving the game of pong into the real world. Using computer vision, we will determine the location of the drone and the players in 3D space. The physical positions of the players will represent the paddles, and the position of the drone will represent the puck. We plan on using the FPGA to send commands to the drone to control its position in 3D space. While the game is in motion, a visualization of the real world pong game will appear on the monitor.