

**MICHIGAN STATE**  
**UNIVERSITY**

# Beta Presentation

## Paper Airplane Factory Simulator

[The Capstone Experience](#)

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Spring 2013



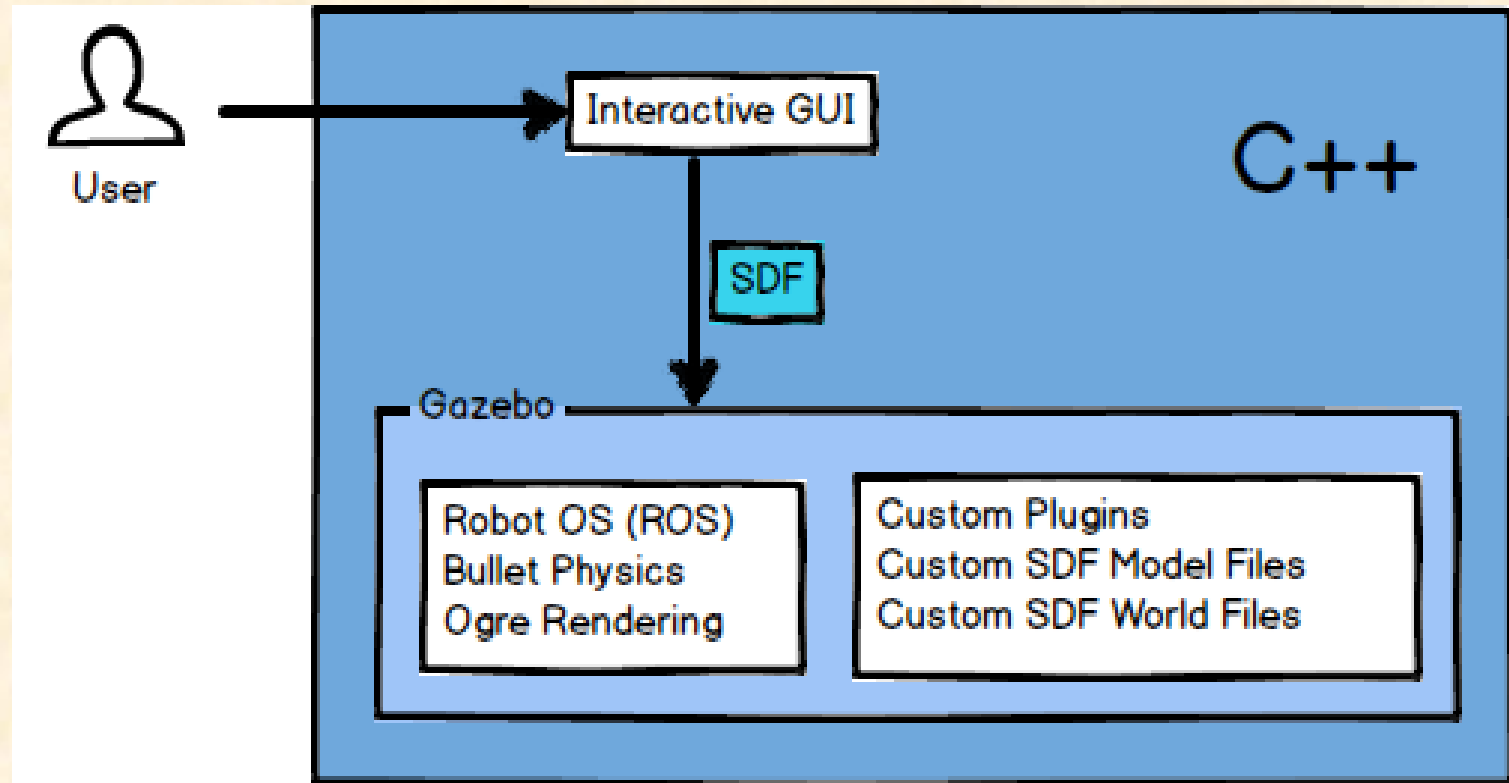
*From Students...  
...to Professionals*

# Project Overview

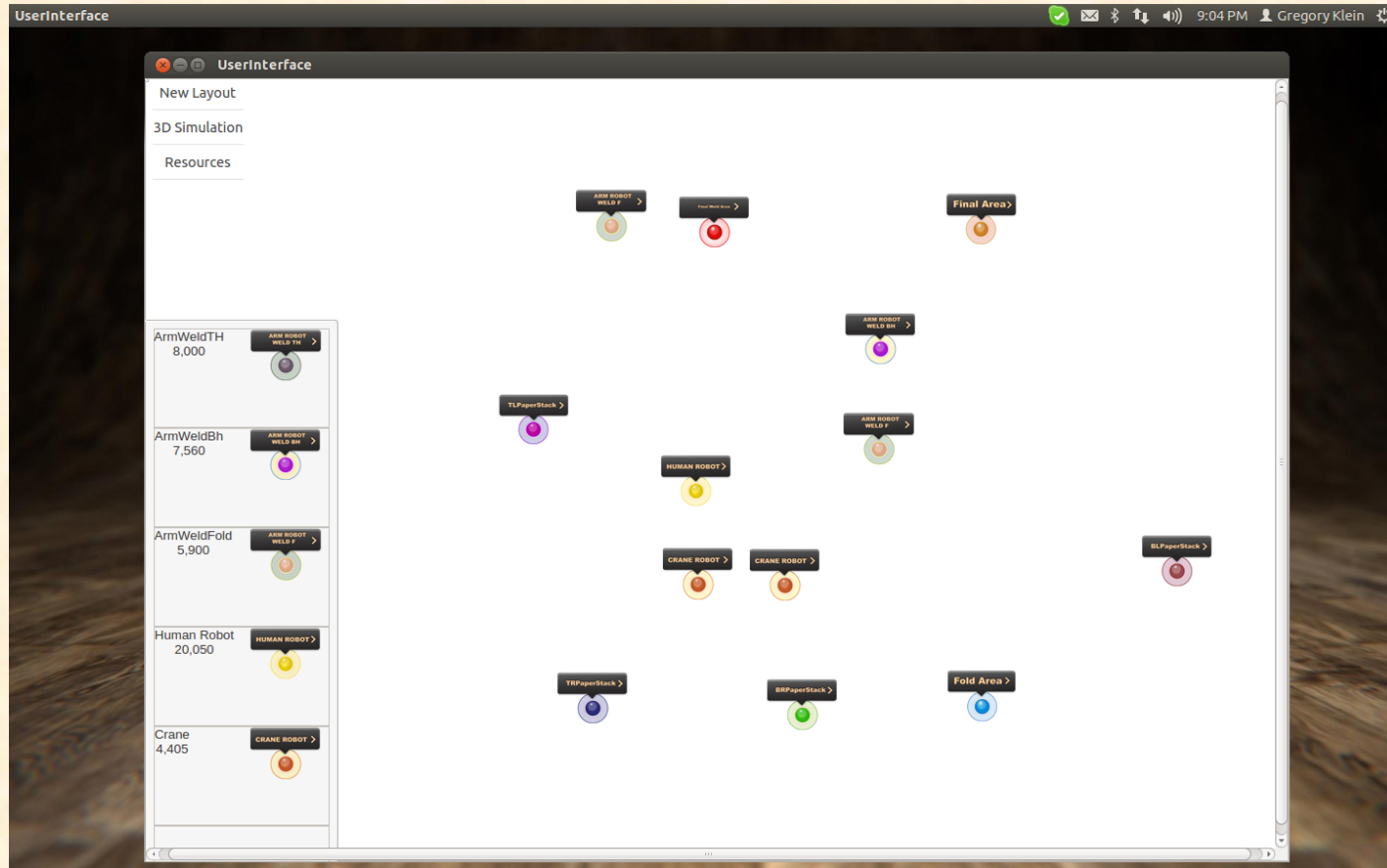
- Functionalities
  - Factory simulation game
  - Build paper and model airplanes
  - Player arranges factory layout
- Features
  - Humans and Robots
  - Object detection
  - A\* Path finding
- Technologies
  - C++
  - Gazebo / Bullet (Physics Engine)
  - QT



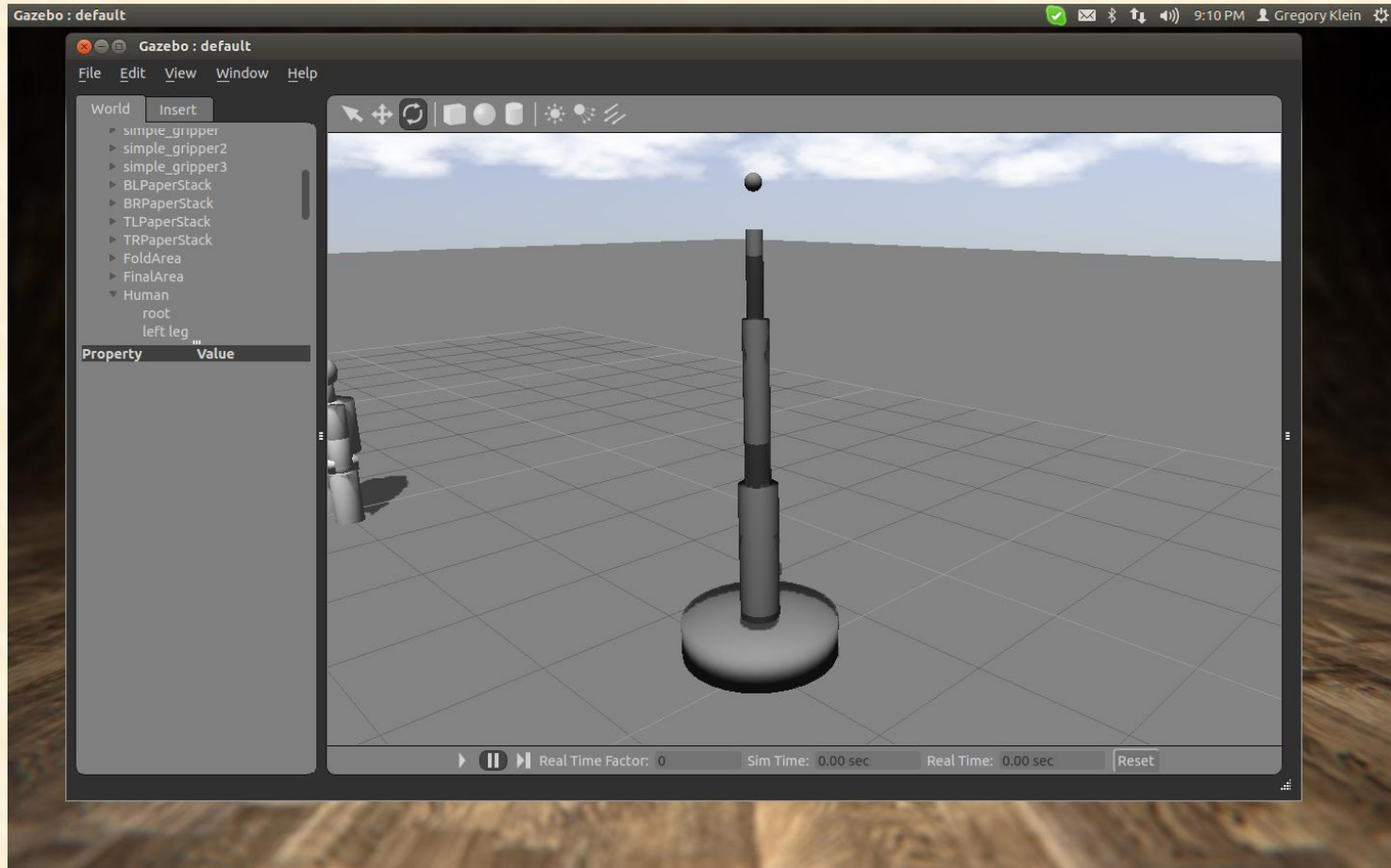
# System Architecture



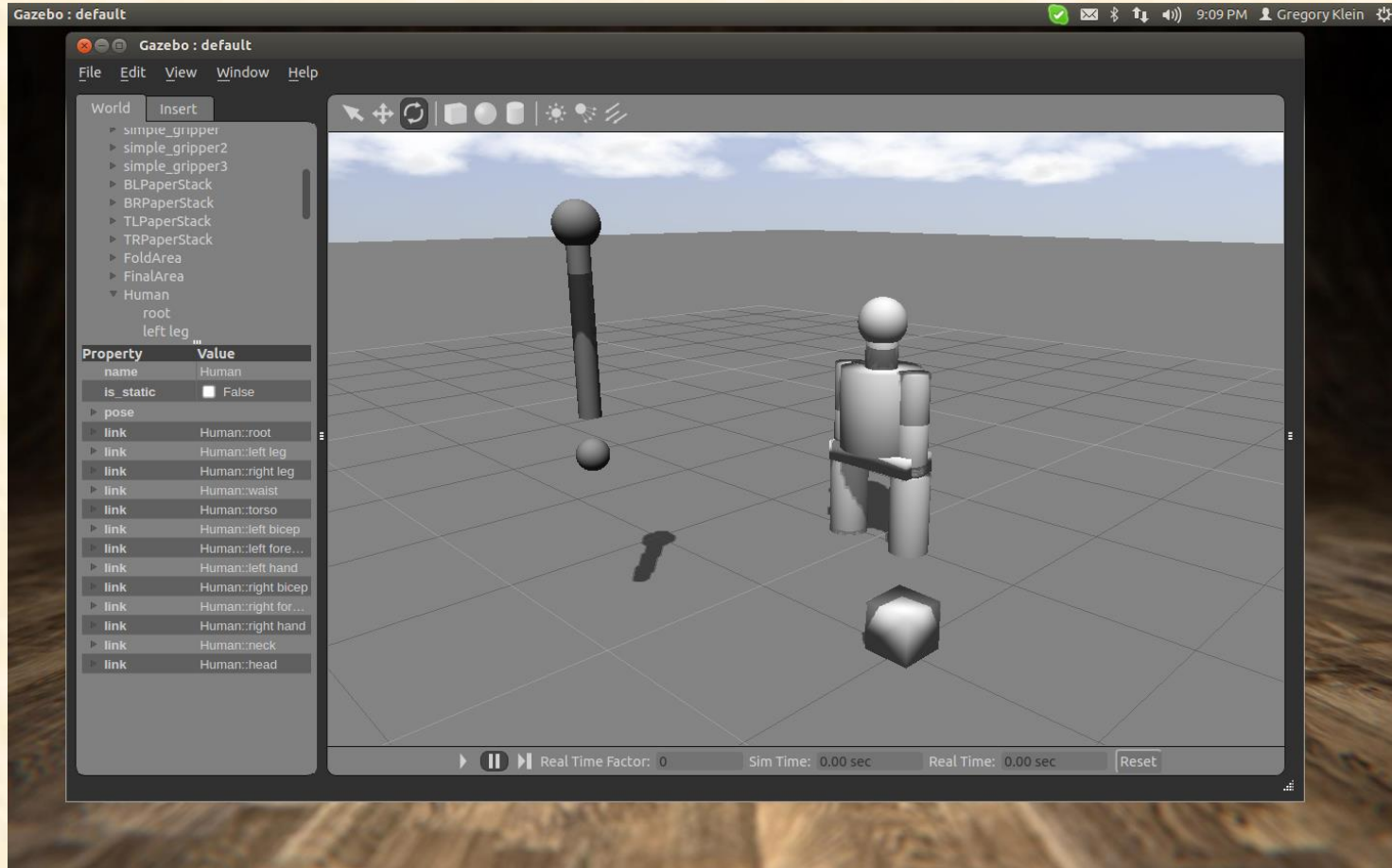
# Factory Layout GUI



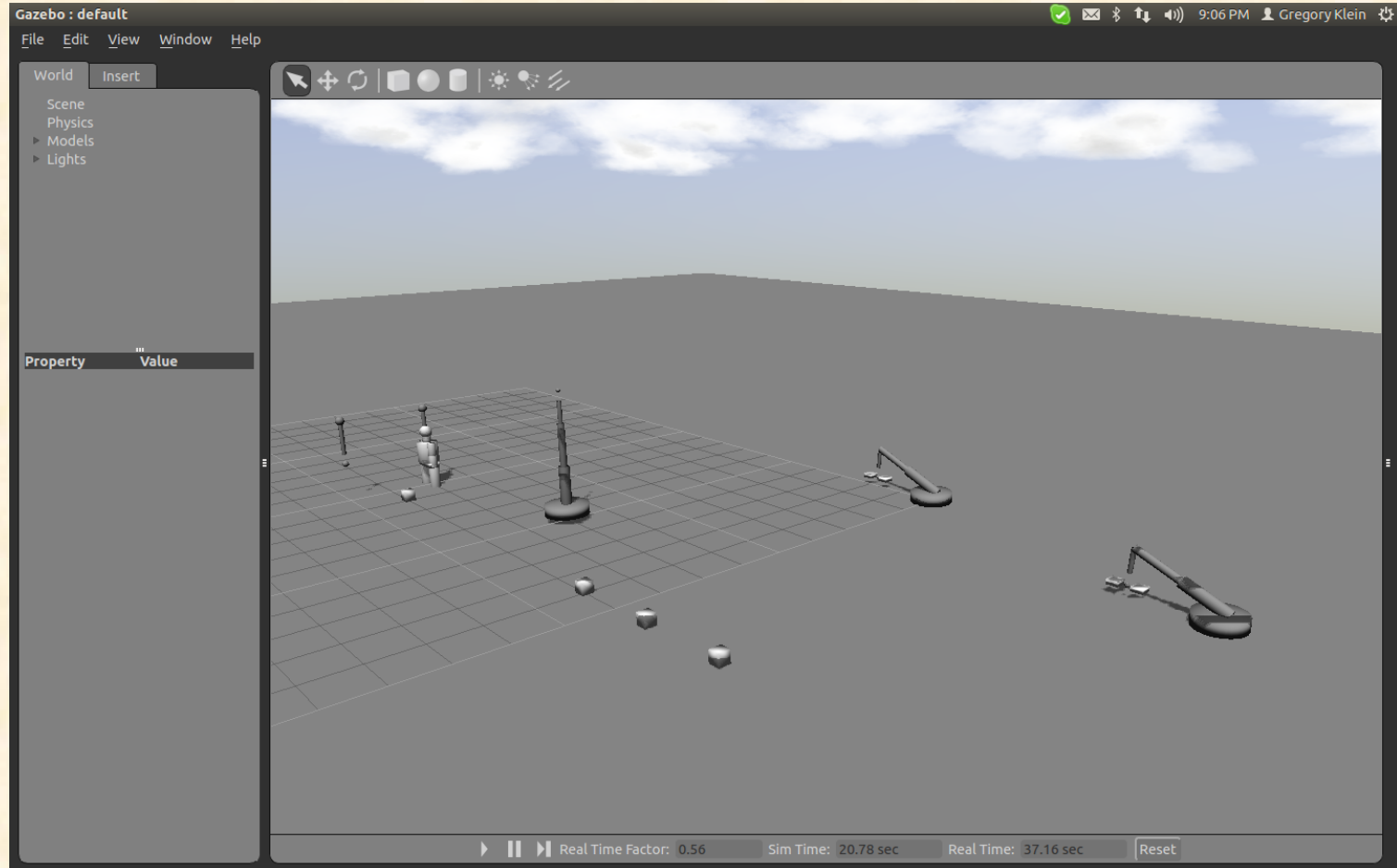
# Robot Arm



# Human and Crane



# Factory Simulation



# What's left to do?

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- Fix bugs
- Make better icons for GUI
- Complete documentation
- Test build script
- Finish video
  - Recording is done

