Boxing Bots

Welcome to the Olympic Boxing Bot Match! Using what you learned previously in class, can you engineer a boxing bot?
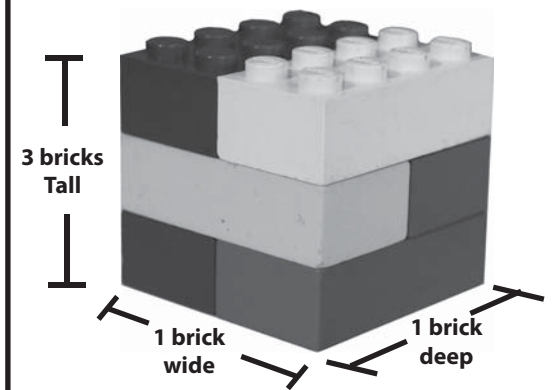
Boxing Bot Basics

Our design is simply made of multiple levers for the boxing arms and a turning base so you can move the bot's body. Of course, you also have to design the head and follow the rules while challenging another bot!

Goal- Design a boxing bot that can knock your oponents head off!

Boxing Bot Head
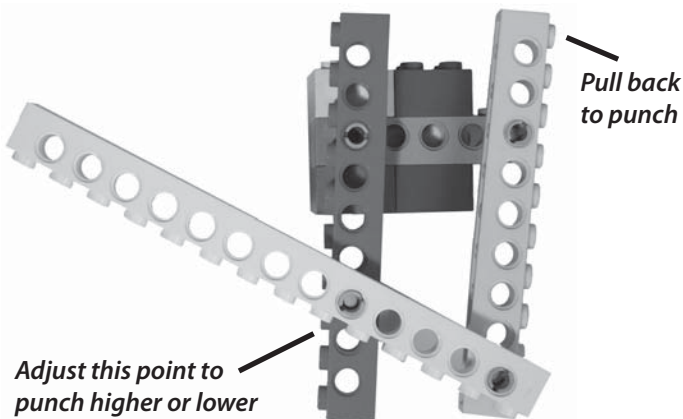

3 bricks Tall

1 brick wide

1 brick deep

Rules:
1. Maximum of 2 boxing arms.
2. Must have a square head at least 3 LEGO bricks tall, 1 brick wide, and 1 brick deep.
3. Head must be placed towards the front of the bot.
4. Must have a body.
5. Must fit in our boxing ring.

Example Arm Design

Pull back to punch

Adjust this point to punch higher or lower

The arm is made up of a few levers. You can adjust the connection points to have the arm punch higher, lower, or further.

Add some punching gloves to get a "bigger hit" to your opponent.

Body

For our bot, we used 2x4 bricks and built a rectangular body. See the instructor to get special pieces for the rotating base that connects to our boxing ring.

 Design and customize your Boxing Bot and test it out!