

Final Year Project, Semester 1, 2024 - 2025

Supervisor: Mark Lau

Claw Machine Simulation with Simulink II

This is an Operations Research project. Students working on Parts I and II will simulate a shop of claw machines collaboratively. A possible division of responsibility is the following: One student will simulate the gameplay to estimate the probability of success; the other student will simulate customer arrival and departure. It is hoped that, by the end of this project, students are able to (i) estimate the profit or loss of this shop, and then (ii) make suggestions about how the profit can be improved. Simulink should be used in the project. However, no prior experience of Simulink is required. Students are expected to learn while working on the project.