DESIGN AND BUILD REAL TIME SHOOT SIMULATOR USING NODEMCU ESP8266 BASED ON ANDROID APPLICATION

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ABSTRACT

Currently, the use of firearms in Indonesia is required to have a certificate and the conditions for ownership. If you have a firearm but don't have these conditions, it will be a very big problem. There must be an alternative solution to be able to minimize the high risk and be able to find out how many bullets that hit the pawn board and the points can appear in the android application. In this research, a shooting simulator system will be designed that can be used to train shooting skills. the benefits are for all circles, especially students but do not have a high risk, this system is a set of crosshairs that have a point in each shot, then the user processes the shot to reach the desired point.
From the shot test experiment on the firing pawn board, they did 4 trials each time they tried 10 shots. Among them are 3 times the sensor test at each point and 1 time the shot test is used to test the firing pawn board when used in shooting practice experiments and can also find out the percentage of error in 10 shots.

***Keywords** : Military service, Crosshairs, Shot*