

## Development of Multi-Purpose Trolley

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### ABSTRACT

*Trolley is the mechanical device used for carrying load or to transport the material at various points. For different kind of applications, we have to select specific type of trolley. To overcome the problem of specific task trolley, one new trolley is designed which can be used for more than one field application. This paper contains the design and development of trolley on the basis of creativity skills to perform multi functions. The trolley designed is the integration of airport trolley and shopping mall trolley. The major areas of focus while designing are aesthetic, ergonomics, function and cost.*

**Keywords-** *Multi-Purpose Trolley, Creativity Techniques, Product Development*

### I. INTRODUCTION

The objective of this research is to design and fabricate a trolley using creativity techniques, which can be used at multiple fields. An innovative concept of two in one facility has been conceived and being implemented. New product development is an extremely challenging and complex process. Innovation is naturally uncertain, and firms may invest considerable time and money in new product ideas with no guarantee that they will ever become commercially feasible [1]. Product development involves either improving an existing product or its presentation with some modifications, or developing a new product as per the requirements of a particular market segments. To keep up with changes and trends in the marketplace it is necessary for the companies to develop the product consistently to ensure their success and future profitability.

### II. METHODOLOGY

The basic methodology to integrate creativity skills with product development process are [2, 3]:

- a. *Selection of Product*
- b. *Market Survey*
- c. *Problem definition*
- d. *Area of improvement*
  - *Aesthetics*

- Ergonomics
  - Functionality and
  - Cost
- e. *Set of creativity skills/techniques(Refer Annexure I)*
- f. *Integration and intersection of creativity technique and product development process.*
- g. *Development of product*
- a) Introduction
  - b) Flow Chart
  - c) Sketching
  - d) Design
  - e) Concept Screening
  - f) Finalized Design
  - g) Product Design Specification
  - h) Fabrication Processes
  - i) Bill of Material
- h. *Result, Discussion and Conclusion*

### **III. MATERIALS AND METHODS**

The structure of designed trolley is shown in figure no.1, which is re-modified design, based on customer feedback. A full four side structure is being developed to carry and withstand the load including the self-weight of the trolley. The trolley has strong frame and supporting structure made up of stainless steel of grade SS 202. Two Polyurethane (PU) wheels are proposed as front wheels which are freely rotating. The rear wheels are PU wheels which contains the breaking switch. The entire trolley structure is made up of circular metallic pipe to improve the aesthetic look of trolley. The height, width and length of the trolley is in proportion and ergonomically sound. The base is additionally designed with a C - frame section to support the luggage. The design resembles an airport trolley with different section. The joints are welded to provide the additional strength. The base frame contains one more parallel section which is inclined, so that the luggage can be slide on the surface smoothly and effortlessly.



*Fig. 1 Multi-purpose Trolley Actual Sub-Assembly*

As the trolley designed for multiple uses especially for two field applications viz. airport and shopping mall as described above, additional cart of wire frame structure is provided with the attachment as an additional accessory. The handle can be removed by opening the nut-bolts provided at the side so that in future it can be re-modify with electronic controls. The cart is over hanged at one end, hence the design looks aesthetically good at the same time the cart is attached with the help of hooks on the side vertical frame.

#### IV. DESIGN CALCULATIONS& ASSUMPTIONS

Let, [4, 5]

- $d$  : Diameter of shaft in mm
- $P_w$  : Power transmitted in watts
- $T$  : Torque developed in N-m
- $N$  : Speed of shaft in RPM (Revolutions per minute)
- $\tau$  : Shear stress of shaft and key material in MPa
- $\sigma_{cr}$  : Crushing stress of key material in MPa
- $\sigma_R$  : Resultant stress in MPa
- $\sigma_o$  : Direct stress developed due to axial loading in MPa
- $\sigma_b$  : Bending stress developed due to eccentricity in MPa
- $M$  : Bending moment produced due to effort on frame in N-mm
- $Z$  : Section Modulus in  $\text{mm}^3$
- $P$  : Effort in N
- $A$  : Area of frame section in  $\text{mm}^2$
- $b_k$  : Width of key in mm
- $t_k$  : Thickness of key in mm

$L_k$  : Length of key in mm

$R$  : Radius of shaft in mm

$b$  : Width of frame section in mm

$t$  : Thickness of frame section in mm

The shaft, key and circular section for frame is designed and according to safe dimensions the components are taken for fabrication of trolley [4, 5].

*a. Torque:*

A pipe of 1" (25.4 mm) diameter and 1.2 mm thickness is selected as a frame section for manufacturing of trolley.

Inner diameter,  $d_i = d_o - 2t = 25.4 - (2 * 1.2) = 23$  mm

On the basis of strength,

$$T = \pi/16 \tau_{\max} d_o^3 (1 - k^4)$$

*b. Effort applied at the handle (P):*

Effort required at the handle of the trolley when trolley is completely empty. Assuming the effect of direct stress ( $\sigma_o$ ) as well as bending stress ( $\sigma_b$ ). [4, 5]

$$\sigma_R = (\sigma_o) + (\sigma_b)$$

$$(\sigma_o) = P/A$$

$$(\sigma_b) = M/Z = (32.P.e) / (\pi * ((d_o^4 - d_i^4) / d_o))$$

$$\sigma_R = (\sigma_o) + (\sigma_b)$$

$$(\sigma_R) = [P / ((\pi/4) (d_o^2 - d_i^2))] + [32 * P * 990.6 / (\pi * ((d_o^4 - d_i^4) / d_o))]$$

By calculation, effort of minimum 50 N is required at the handle.

*c. Wire frame basket*

Two wire frame baskets of different sizes are provided out of which, one basket is an additional attachment provided at the top of the trolley to carry the shopping goods and is very much resembled to the shopping mall trolley. The basket is made from wire of 1.5mm gauge and 3mm gauge. Another one is fixed at the top which is 4.25" x 22" x 3" in dimensions to keep small items. The dimensions are selected depending on the proportionality, so that it will aesthetically look better. The dimension of the trolley which is detachable are as follows:

Width of basket = 23"

Length of basket = 12"

Height of basket = 8"

The ends are curved for aesthetic of trolley with the fillet radius of 8"

*d. Wheels*

Polyurethane wheels of 3" diameter and 1" thick are used at the base for transportation of trolley structure from one point to another. Four wheels are used which makes the motion of trolley free and easy. The additional advantage of these wheels are noise reduction, more load carrying capacity, less force required to slide, can work on any surface and high resistance to corrosion.

## V. PHOTOS



**Fig. 2 Polyurethane Wheel**



**Fig. 3 Polyurethane Wheel breaking switch**



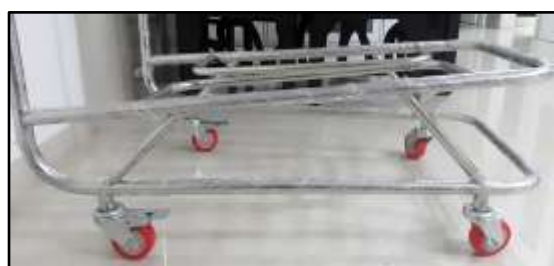
**Fig. 4 Detachable basket**



**Fig. 5 Fixed Top Small Basket**



**Fig. 6 Detachable Handle**



**Fig. 7 Trolley Base Frame**



**Fig. 8 Trolley for Shopping Mall**



**Fig. 9 Trolley for Airport**

## **VI. FUTURE SCOPE**

- The trolley can be designed with PLC controls so that it can move from one place to another without any human guidance.
- The automatic billing system can also be added to this design to reduce the queue issues in a shopping mall.
- The weight of the loaded products can be reflected on the trolley itself so that customer will come to know how much luggage he/she is carrying. It will become easier for the customers, especially when used at the airport.
- The same design and concept can be modify with fully folded feature to reduce the space consumption.
- Sensors can be provided at the handle which sense the human touch and operates the trolley automatically

## **VII. CONCLUSION**

The trolley has been successfully designed and fabricated. Functioning of the same has been confirmed by loading conditions and found working as per requirements. The re-modification was done on the basis of feedback received from end users. Singledesign can be used for both applications i.e. shopping mall and airport. Effort required to move the trolley is very less as the self-weight of trolley reduced. The structure is robust and rigid. Smooth in operation and can carry enough amount of load. PU wheels reduces the noise, its corrosion resistance is also high. It can be move over almost any kind of surface very easily. Maintenance is easy. The



same working model of trolley is being developed with more creative modifications in future as per the required market conditions.

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### Annexure I

<ul style="list-style-type: none"> <li>• 7 Step Model</li> <li>• Adaptive Reasoning</li> <li>• AIDA</li> <li>• Algorithm of Inventive Problem Solving</li> <li>• Alternative Scenarios</li> <li>• Analogies</li> <li>• Anonymous Voting</li> <li>• ARIZ</li> <li>• Assumption Busting</li> <li>• Assumption Surfacing</li> <li>• Attribute Listing</li> <li>• Backwards Forwards Planning</li> <li>• Body-storming</li> <li>• Boundary Examination</li> <li>• Boundary Relaxation</li> <li>• Brain Sketching</li> <li>• Brainstorming</li> <li>• Brain writing</li> <li>• Browsing</li> <li>• Brute think</li> <li>• Bug Listing</li> <li>• Bullet Proofing</li> <li>• Bunches of Bananas</li> <li>• Card Story Boards</li> <li>• Cartoon Story Board</li> <li>• CATWOE</li> <li>• Causal Mapping</li> <li>• Charrette</li> <li>• Cherry Split</li> <li>• Chunking</li> <li>• Circle of Opportunity</li> </ul>	<ul style="list-style-type: none"> <li>• Circle Time</li> <li>• Clarification</li> <li>• Classic Brainstorming</li> <li>• Cognitive Acceleration</li> <li>• Collective Notebook</li> <li>• Comparison tables</li> <li>• Component Detailing</li> <li>• Concept Fan</li> <li>• Consensus Mapping</li> <li>• Constrained Brain Writing</li> <li>• Contradiction Analysis</li> <li>• Controlling Imagery</li> <li>• Crawford Slip Writing</li> <li>• Creative Problem Solving</li> <li>• Criteria for idea-finding potential</li> <li>• Critical Path Diagrams</li> <li>• Decision seminar</li> <li>• Delphi</li> <li>• Dialectical Approaches</li> <li>• Dimensional Analysis</li> <li>• Disney Creativity Strategy</li> <li>• DO IT</li> <li>• Do Nothing</li> <li>• Drawing</li> <li>• Escape Thinking</li> <li>• Essay Writing</li> <li>• Estimate-Discuss-Estimate</li> <li>• Exaggeration</li> <li>• Excursions</li> <li>• F-R-E-E-Writing</li> <li>• Factors in selling ideas</li> </ul>	<ul style="list-style-type: none"> <li>• False Faces</li> <li>• Fishbone Diagram</li> <li>• Five Ws and H</li> <li>• Flow charts</li> <li>• Focus Groups</li> <li>• Focusing</li> <li>• Force-Field Analysis</li> <li>• Force-Fit Game</li> <li>• Free Association</li> <li>• Fresh eye</li> <li>• Gallery method</li> <li>• Gap Analysis</li> <li>• Goal Orientation</li> <li>• Greetings Cards</li> <li>• Help-Hinder</li> <li>• Heuristic Ideation Technique</li> <li>• Hexagon Modelling</li> <li>• Highlighting</li> <li>• Idea Advocate</li> <li>• Idea Box</li> <li>• Ideal Final Result</li> <li>• Imagery for Answering Questions</li> <li>• Imagery Manipulation</li> <li>• Imaginary Brainstorming</li> <li>• Implementation Checklists</li> <li>• Improved Nominal Group Technique</li> <li>• Interpretive structural modeling</li> <li>• Ishikawa Diagram</li> <li>• Keeping a Dream Diary</li> <li>• Kepner and Tregoe method</li> <li>• KJ-Method</li> </ul>
<ul style="list-style-type: none"> <li>• Laddering</li> <li>• Lateral Thinking</li> <li>• Listing</li> <li>• Listing Pros and Cons</li> <li>• Metaplan Information Market</li> <li>• Mind Mapping</li> <li>• Morphological Analysis</li> <li>• Morphological Forced Connections</li> <li>• Multiple Redefinition</li> <li>• NAF</li> <li>• Negative Brainstorming</li> <li>• NLP</li> <li>• Nominal Group Technique</li> <li>• Nominal-Interacting Technique</li> <li>• Notebook</li> <li>• Observer and Merged Viewpoints</li> <li>• Osborn's Checklist</li> <li>• Other Peoples Definitions</li> <li>• Other Peoples Viewpoints</li> <li>• Paired Comparison</li> <li>• Panel Consensus</li> <li>• Paraphrasing Key Words</li> <li>• PDCA</li> <li>• Personal Balance Sheet</li> <li>• Pictures as Idea Triggers</li> <li>• Pin Cards</li> <li>• PIPS</li> <li>• Plusses Potentials and Concerns</li> <li>• PMI</li> <li>• Potential Problem Analysis</li> <li>• Preliminary Questions</li> <li>• Problem Centred Leadership</li> </ul>	<ul style="list-style-type: none"> <li>• Problem Inventory Analysis - PIA</li> <li>• Problem Reversal</li> <li>• Productive Thinking Model</li> <li>• Progressive Hurdles</li> <li>• Progressive Revelation</li> <li>• Provocation</li> <li>• Q-Sort</li> <li>• Quality Circles</li> <li>• Random Stimuli</li> <li>• Rawlinson Brainstorming</li> <li>• Receptivity to Ideas</li> <li>• Reciprocal Model</li> <li>• Reframing Values</li> <li>• Relational Words</li> <li>• Relaxation</li> <li>• Reversals</li> <li>• Role Storming</li> <li>• SCAMPERR</li> <li>• SCAMPER</li> <li>• Sculptures</li> <li>• SDI</li> <li>• Search Conference</li> <li>• Sequential-Attributes Matrix</li> <li>• Similarities and Differences</li> <li>• Simple Rating Methods</li> <li>• Simplex</li> <li>• Six Thinking Hats</li> <li>• Slice and Dice</li> <li>• Snowball Technique</li> <li>• SODA</li> <li>• Soft Systems Method</li> <li>• Stakeholder Analysis</li> </ul>	<ul style="list-style-type: none"> <li>• Sticking Dots</li> <li>• Stimulus Analysis</li> <li>• Story Writing</li> <li>• Strategic Assumption Testing</li> <li>• Strategic Choice Approach</li> <li>• Strategic Management Process</li> <li>• Successive Element Integration</li> <li>• Super-Group</li> <li>• Super-Heroes</li> <li>• SWOT Analysis</li> <li>• Syntectics</li> <li>• Systematic Inventive Thinking</li> <li>• Talking Pictures</li> <li>• Technology Monitoring</li> <li>• Think Tank</li> <li>• Thinkx</li> <li>• Thrid</li> <li>• TILMAG</li> <li>• Transactional Planning</li> <li>• Trigger Method</li> <li>• Trigger Sessions</li> <li>• TRIZ</li> <li>• Tug of War</li> <li>• Unified Structured Inventive Thinking</li> <li>• Using Crazy Ideas</li> <li>• Using Experts</li> <li>• Value Brainstorming</li> <li>• Value Engineering</li> <li>• Visual Brainstorming</li> <li>• Visualising a Goal</li> <li>• Who Are You</li> <li>• Working with Dreams and Images</li> </ul>